

PRIMA'S OFFICIAL STRATEGY GUIDE

OUTCAST™



**EVERY
HIDDEN
OBJECT!**



Joel Durham, Jr.



OUTCAST

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Joel Durham, Jr.

PRIMA GAMES

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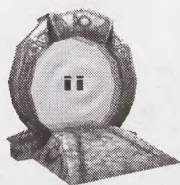
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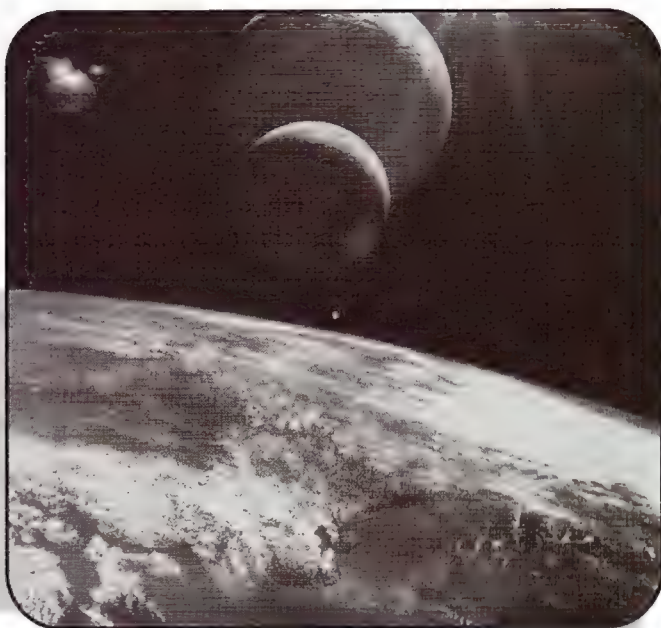
INTRODUCTION

1

O

utcast is a step above most traditional games. Seamlessly blending hardcore action with intriguing adventure, this title forgoes traditional genres to carve a niche of its own.

Like shooter-style games, *Outcast* provides you with an arsenal of interesting and powerful weapons. Also, it offers full control of your character and puts your reflexes to the test. Unlike shooters, though, you'll use that control as much to explore and interact with other characters as to attack enemies. You must use your discretion regarding when to attack, when to sneak, and when to avoid conflict.



***Outcast*, one of the most original games ever created for the PC, takes place on the distant world of Adelpha.**

Outcast requires you to explore a vast land as you search for key characters and items, in the style of adventure games. You are expected then, to use your head to solve puzzles you encounter on your adventure. Unlike those in adventure games, however, these puzzles never have you feeling around with a cursor to click on "hot spots." Also, there's no limit to where and when you can go.



You're sent to Adelpha to repair a faulty probe that's torn a rift in the space-time continuum.

Outcast is a different kind of game, set in an intricately woven game world of astonishing detail. Players used to typical action games or droll, click-on-everything adventures will be taken aback by *Outcast's* stunning depth.

THE STORY

In 1998, scientists proved the possibility of parallel universes based on the theory of “super-strings”—the elementary particles at the base of all matter and energy. In 2002, a base at earth’s North Pole is established. From there a probe is launched, designated *Christobal*, to a parallel world to transmit data back to Earth.

Seventeen minutes later, something goes wrong.

An explosion rips a hole in the space-time continuum. Everything is drawn through it into the void beyond. Worse, the hole’s size grows at an alarming rate. If it isn’t stopped immediately, it will endanger the entire world—even, perhaps, the universe.



Adelpha is a vast world populated by the Talan.

Scientists theorize that repairing the probe will close the black hole, and the U.S. delegates the task to a four-person team comprising William Kauffman and Anthony Xue, scientists responsible for the experiment; Marion Wolfe, an exobiologist; and Cutter Slade, commander of a secret special-operations task force.





But the team's journey into the parallel universe doesn't go smoothly. Cutter is knocked unconscious, and the team members are separated. When Cutter awakens, he finds himself in a humble Talan home on the distant planet Adelpha. As he stands and readies himself to finish saving his world, he learns the Talan expect him to save theirs, as well...

HOW TO USE THIS BOOK

Chapter 1 introduces you to *Outcast's* backstory and suggests ways to best use this guide. Chapters 2 and 3 provide in-depth information and dozens of tips about the *Outcast* user interface. Its training exercises supplement those included with the game.

Chapters 4-6 are an *Outcast* survival guide. You'll learn how best to use your inventory items, how to deal with the characters and creatures you meet, and about the alien culture. *Outcast's* alien race is far more complex and developed than most games'—or those in most books and movies, for that matter! Understanding it is key to your success in *Outcast*.

As you make your way through the game, you'll undertake dozens of overlapping, nonlinear quests. Chapters 7-12 reveal the major steps you must take to progress, region by region.

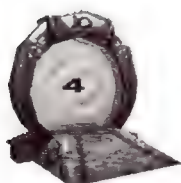
Until you've played the game through once, you probably shouldn't read this book from cover to cover. Doing so will only spoil scores of surprises and dilute the thrill of discovery. Instead, refer to these pages to get through areas you have trouble with. Frustration can ruin a good gaming experience, so use this book to smooth out your journey and supplement your enjoyment.

Once you've played the game and enjoyed the detailed, multi-layered story line, feel free to read the entire book for hints, tips, and approaches you might not have come up with on your own. Then re-immense yourself in the *Outcast* universe armed with new knowledge. There's far more to *Outcast* than you can pick up by only playing it once.

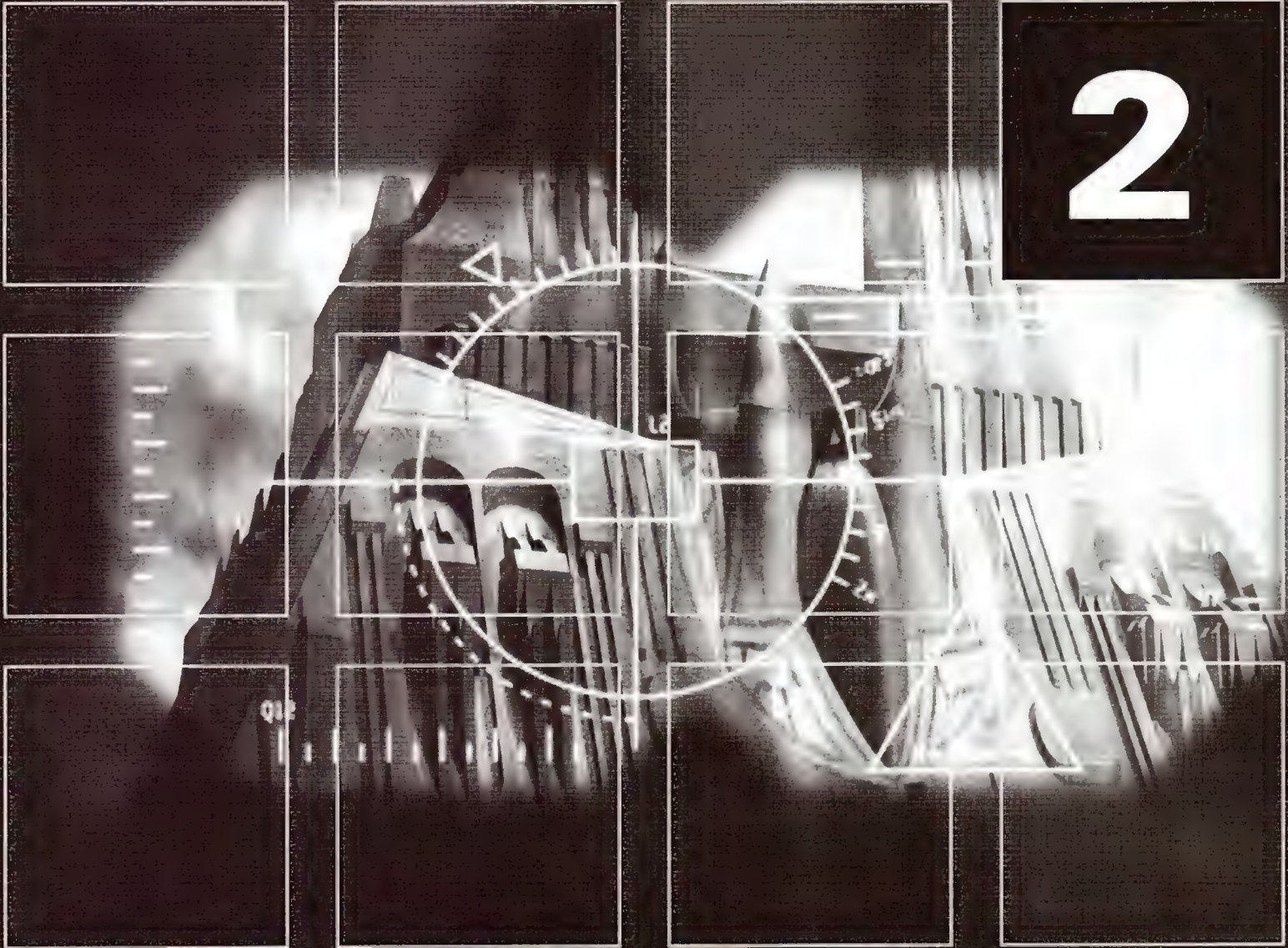
STRATEGY IS SUBJECTIVE!

The unifying desire of all computer gamers is to have fun. Part of the fun lies in defeating a given game's challenges, and that's what this book will help you do. The hardest thing about writing such a guide is that every reader has his or her own approach to problem-solving. There's more than one right way to get through nearly every situation in *Outcast*, and your right way may differ from the one presented here.

To get the most from this book, treat its strategies as suggestions. Don't feel pressured to make these techniques work for you if they disagree with your own way of doing things.



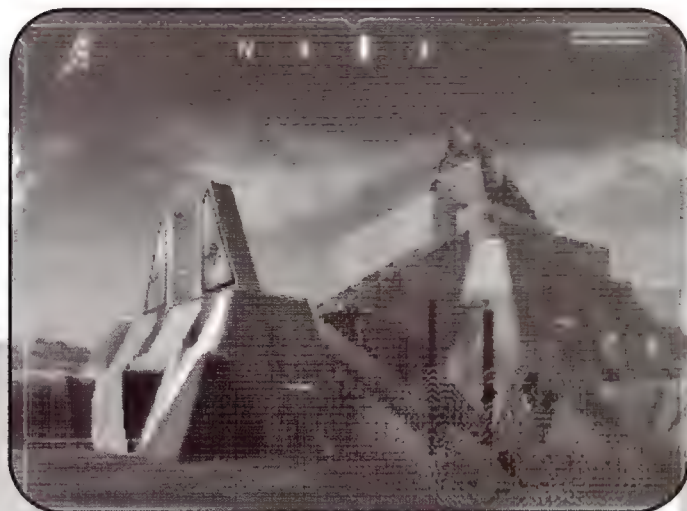
GETTING AROUND IN OUTCAST



2

The Outcast game interface differs from those of other games. Some elements may be familiar, but most of the onscreen data and controls are unique to Outcast.

The interface features two key elements—information and control. The game provides information via its main display and other, hotkey-accessible, displays and menus. The control aspect of the interface involves moving Cutter Slade through the game world and navigating the various displays.



Making your way through the scenic lands of Adelpha demands full use of Cutter's equipment and training.

Outcast combines elements from several game genres. The heads-up display (HUD) will be familiar to flight-sim and action-game fans. The menu and inventory systems resemble those of well-designed role-playing games. Controlling Cutter may bring to mind first- or third-person action games.

But there's a lot more to *Outcast* than killing bad guys. For starters, you must crawl and sneak past superior forces, swim in waters full of hostile creatures, and leap over obstacles.

You'll also interact extensively with the Talan, the inhabitants of the planet Adelpha—where the damaged probe lies. You don't know where the probe is, but Adelpha's inhabitants may be able to help you. Unfortunately, an oppressed faction believes you're their savior of prophecy, Ulukai, come to free them from tyranny.

Because these Talan believe you're a sacred being, many carry away bits of your equipment and weaponry as souvenirs. Thus, you're only lightly equipped at the beginning of the game. This gives you a chance to familiarize yourself with the branching inventory interface through which you access your weapons and other gear, the Notepad on which you scratch out notes on your quests, and your Lexicon for keeping track of Talan words as you learn them.

Don't let all the controls overwhelm you; as you play, using them quickly becomes second nature. It's a good idea, though, to come up with an efficient, comfortable control setup. (The "Controlling Cutter" section offers suggestions for several setups).

THE HUD AND MENU SYSTEM

As you play through *Outcast*, all the information you need is at your fingertips. Once comfortable with your control setup, you can navigate to any bit of data in seconds.

The most pertinent information is always visible on Cutter's HUD. This and other data-tracking systems are integral parts of Cutter's Advisor, a sophisticated device that communicates directly



to Cutter's brain. The Advisor helps Cutter use the items in his inventory, negotiate the terrain, keep track of information, and in general complete his tasks.



Although Cutter often gets directions from the natives, you must use his HUD to find your way around.

THE HUD

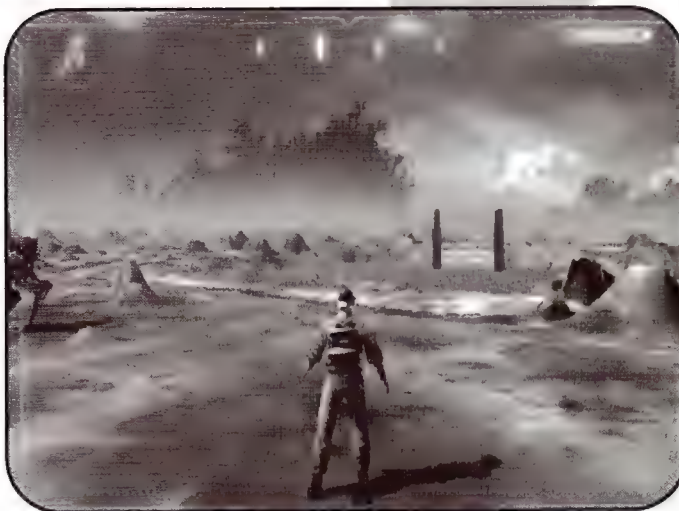
The term “heads-up display,” or HUD, was coined after the aerospace industry found a way to project flight data on the glass panes in front of aircraft pilots. Pilots could look through the glass at the world and at the

same time monitor key information, such as altitude and airspeed status.

In *Outcast*, which takes place in the future, Cutter Slade has his own version of the HUD. It displays information such as his health, the amount of ammunition left in his weapon, and maps of the land around him.

The Context Icon

So much information can't be displayed on the HUD at once. Also, there are many actions Cutter can take, depending upon the situation. For example, Cutter can aim a weapon only when he's holding it in his hand; he talks only when there's a character around to speak to.



The icon at the upper left changes to reflect the action Cutter would take should you activate the Primary Action key or button.

As Cutter moves about and picks up or equips items, the context icon changes to reflect the corresponding action. For example, if Cutter moves near a Talan, the icon changes to a face with an open mouth, indicating that Cutter can then talk to that Talan. If Cutter digs a stick of dynamite out of his

Miniaturization Backpack, the icon depicts him kneeling and holding out a package: Cutter can place the dynamite.



Icons:



Jump



Fire
Weapon



Place
object



Crawl



Save
Game



Mount
Twon-Ha



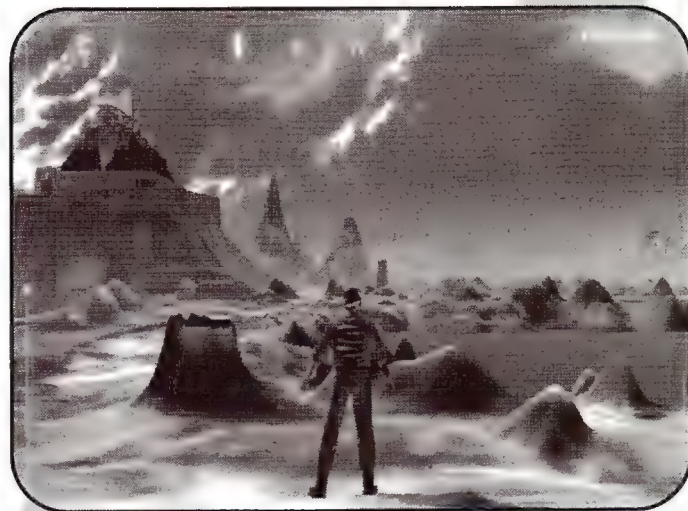
Dismount
Twon-Ha

TIP Make it a habit to check the context box often. At times you may wish to perform one action when the icon displays another. Activating the Action key or button can have unexpected consequences.

The Compass

Cutter's HUD is equipped with a compass to help you find your way around Adelpha. Helpful Talan often provide directions to the objects or people Cutter seeks, and you must then use Cutter's compass to locate them.

The compass is situated at the top center of the HUD. You can see only 90 degrees of it at any time. The center of the compass shows the direction the game camera is facing, and this changes as you rotate the camera. Using the compass together with the map, it's not difficult to find your way around the regions of Adelpha.



The compass in the top center of the screen tells you the camera view is facing north.

The Map

The default key for displaying Cutter's HUD map is **TAB**. The first time you press this key in each region, the Advisor will scan the area and create a map, complete with elevations, water sources, stairways, structures—and, if they're visible to radar, beings.

CAUTION In third-person perspective, Cutter may not always face the same direction as the game camera. The compass always shows the direction the *camera* faces, but not necessarily the direction *Cutter* faces!





The Advisor's map displays in the lower-right corner of the screen.

The map is transparent and resides in the lower-right corner of the screen, where it won't get in the way if you must keep it displayed all the time. It's a good idea to do this at the start of the game so you can get used to having it there.

The map's green areas represent land, blue areas represent water, and black areas

represent Talan structures—docks, staircases, buildings, temples, large machines, and the like.

Beings, shown in real-time radar, are visible only if there's no significant distance or chunk of land between you and them. Blue circles signify friendly Talan, red circles enemies, and yellow circles animals.

TIP Zoom the map in and out using keypad **[-]** and **[+]**. Keep the map zoomed out as you travel toward a distant destination. Zoom in as you near enemy Talan to track their locations relative to your own. This makes it easier to fight or sneak past them.

Health

As he proceeds on his quests, Cutter can be injured and may even die. Falling, enemy blows and weapons fire, animal and hostile plant attacks, and other traumas weaken him; too much damage will kill him.



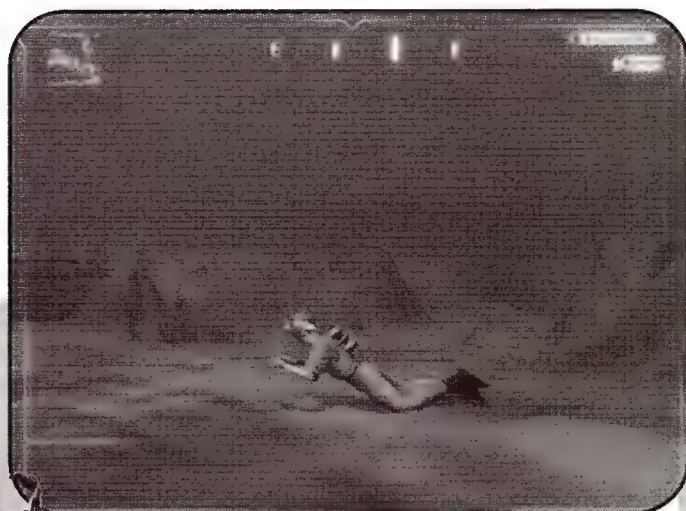
The health bar in the upper-right corner of the screen indicates that Cutter is near full health.

A horizontal bar in the upper-right corner of the HUD displays Cutter's overall health. When he's in full health, the bar is covered with hash marks. As he suffers damage, the hash marks slide to the right, leaving the left side of the bar empty. The hash marks turn red when Cutter is near death.



It's vitally important to monitor Cutter's health as you go. If Cutter dies, you have to restart from your most recent save, or from the beginning of the region.

Cutter can restore his health several ways. Each medical kit he finds and uses restores about half the health bar. Cutter also can ask a Shamaz (a Talan priest) to heal him. A healthy Shamaz can restore Cutter's health to full.



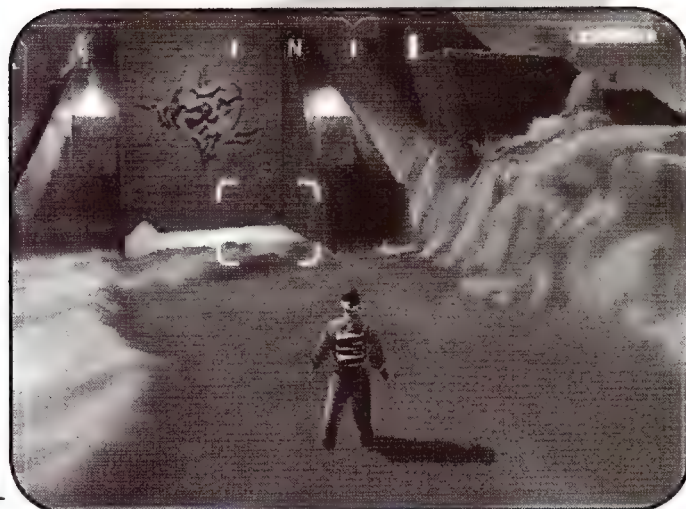
Cutter can hold his breath for only so long. When he's underwater, the duration displays below the health bar as an emptying scuba tank.

TIP Whenever you're in the presence of a Shamaz, have him heal Cutter if he has *any damage at all*. Even tiny amounts of damage, negligible when Cutter's health is near its peak, can make the difference between life and death when he's in bad shape.

Object Detector

The Advisor's sophisticated radar system detects objects close to Cutter. The HUD displays a box around the object to help Cutter locate and retrieve it.

The Advisor also can detect and display energy sources on the HUD's map overlay.



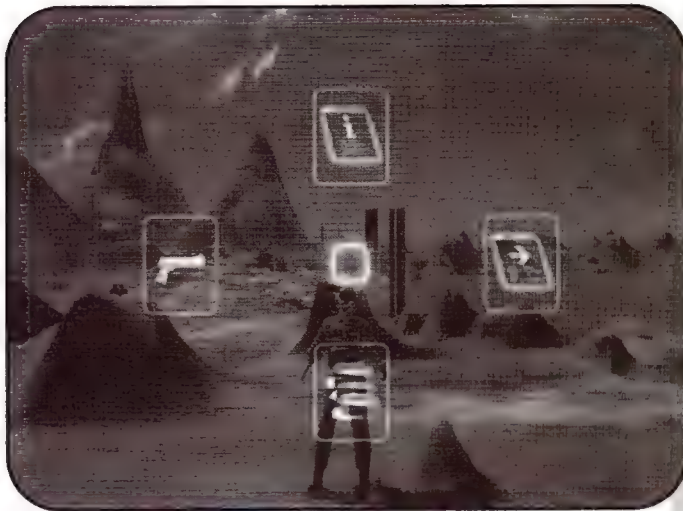
When the Advisor detects an object Cutter can pick up, it issues a verbal notification, as well as a visual one—shown here as brackets.

CAUTION If the Advisor detects a low- or midlevel energy source, be wary. It could be an enemy weapon.



THE MENU

Throughout Cutter's travels, he'll pick up a number of items, both Terran and Adelphan. He'll acquire a wealth of information, be sent on dozens of quests, and in general have a lot of things to keep track of.



The Inventory Menu

Backpack

Cutter keeps the objects he gathers in a Miniaturization Backpack that compresses them into a manageable size and weight. Navigate to the Backpack icon (at the bottom) and hit the Action key or button to display an inventory screen showing everything Cutter carries.



Access the Miniaturization Backpack using this icon in the inventory menu, or by pressing **[B]** (by default).





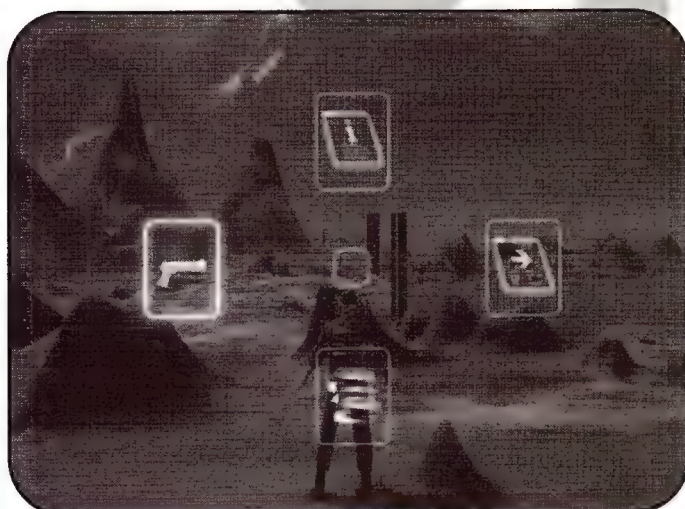
This inventory screen shows everything Cutter is carrying in his backpack. Navigating to an object also will show you how many of that item he has.

Move the highlight to the item you want and press the Action button to select it. A keyboard shortcut, or hotkey, may display over the items Cutter uses most.

NOTE To empty your hands (put away what you're holding), press **[0]**. If you lose track of what you're holding, press this key and then select the item you'd like to hold. You don't want to forget you're carrying a pistol and accidentally level it at a friendly Talan.

Weapons

Navigate to the Pistol icon on the left side of the menu and press the Action command to open the weapons menu. From there, you can select a weapon, check the amount of ammunition remaining for each weapon, check your weapons' upgrade levels, and so on.



To get to the weapons screen, select the pistol icon from the inventory menu.



The weapons screen tells you which weapons Cutter is carrying, how advanced they are, and how much ammunition remains for each.

You also can select weapons by pressing keys [1] through [6]. The Talan get a bit nervous when you run around with a weapon drawn, so holster your weapon by pressing [0] before engaging in conversation.

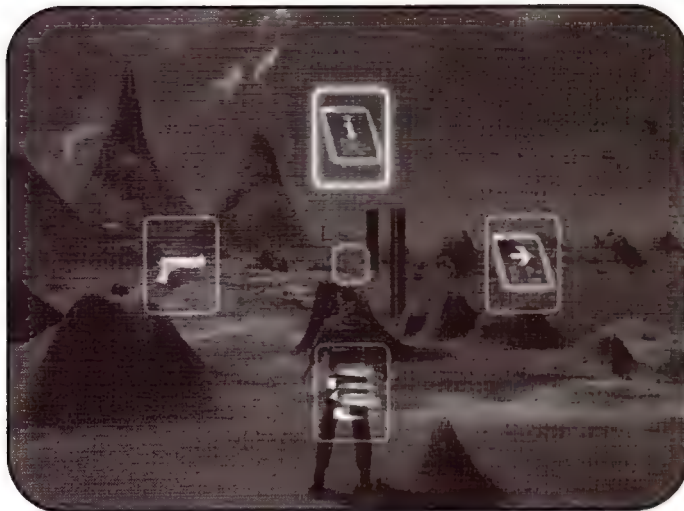
TIP Learn the weapon hotkeys! Using them not only can save you precious time—it can save your life!

The game freezes when you open the menu, so you can't be killed as you navigate through it. However, using the menu in the midst of combat breaks your concentration and cools the heat of the moment. When you try to slip back into battle after navigating the menu, you're likely to be killed as you readapt to the situation. Using the numbered hotkeys is faster, more efficient, and less likely to disrupt your concentration.

Lexicon

To access this invaluable tool, select the top menu item. As you talk to the Talan and learn their language, the Lexicon records words and definitions automatically.

The Talan speak enough English for you to get by, but some Adelphan words are untranslatable. If you're confusing Twon-Has with Noms, you can access the Lexicon quickly to set things right.



Use this icon in the inventory menu to access the Lexicon.



The Lexicon is invaluable for coping with the many Talan words you must deal with.

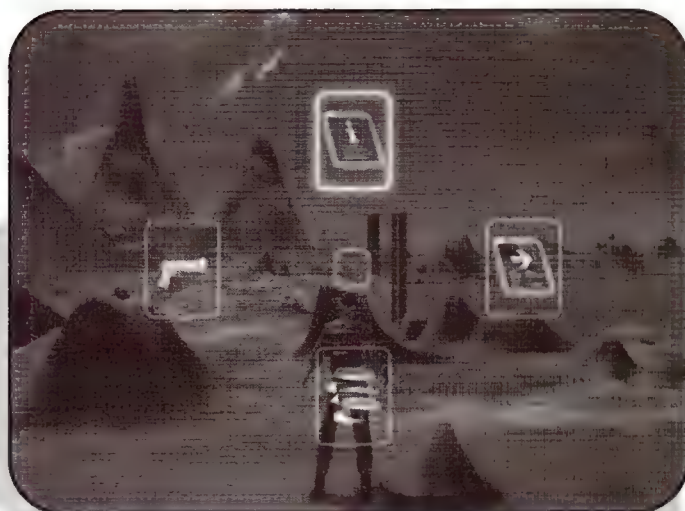
TIP The game manual provides a glossary of Talan terms, but you should get used to using the Lexicon. The game pauses when you access it, so you won't



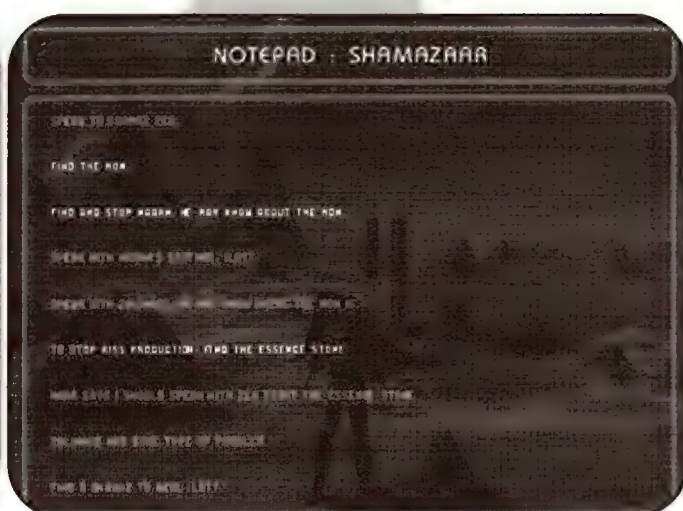
The Notepad

You'll learn lots of Talan words and meet dozens of characters. Each has an agenda, and often appeals to you, the Ulukai, for help. Thus, as you engage in your primary quests, you'll complete numerous subquests.

A few hours in Shamazaar can dizzy you with the numerous branching, overlapping quests you'll be asked to undertake. But don't worry. Thanks to your Notepad, you don't have to keep track of all that information in your head.



Navigate the inventory menu to this icon to access the Notepad, or just hit **[N]**.



If *Outcast's* many overlapping quests fluster you, your Notepad will help you sort them out.

The Notepad has a separate "page" for each region of Adelpha, and one for general notes. As you meet up with different characters, and they convey their needs to you, entries will be added to the Notepad automatically.

TIP Check your Notepad after each conversation with a major character to read the new entry. If you wait until after several entries have been made, it may be hard to remember the details of each miniquest.

POINTS OF VIEW

Outcast offers you control flexibility over your point of view: you may control Cutter from a distance, from over his shoulder, or from behind his own eyes.

When you control Cutter from outside his body, you play the game in third-person view. Viewing the game world through his eyes affords you the first-person view.





Cutter can view Adelpha from many angles.

Depending on the games you've played before, you may find one option more comfortable than the other. Don't get too used to either right away, though. Depending on the situation, each viewpoint has advantages.

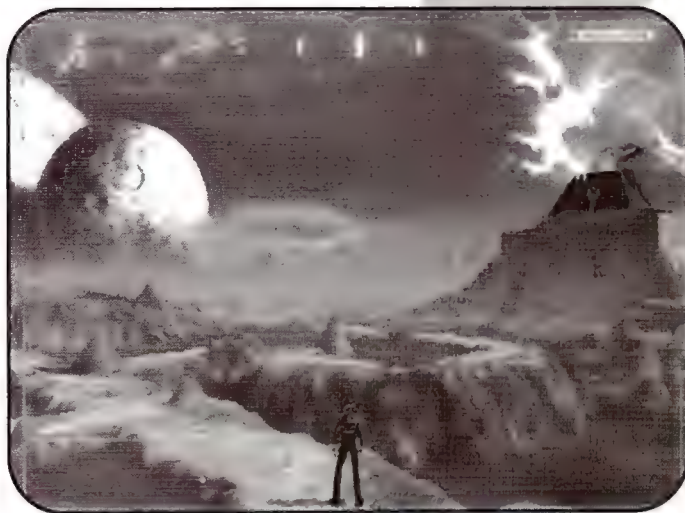
By default, you press **Home** and **End** to zoom from third-person into Cutter's head for first-person. The right-hand **CTRL** key also toggles between first- and third-person points of view.

THIRD-PERSON VIEW

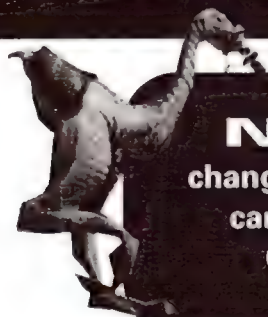
Third-person view allows you to see Cutter from behind and from the side—and, if he's moving backward, from the front. There are five zoom levels in the third-person point of view.



As you zoom farther out, the camera rises above Cutter to reveal more of his surroundings. This is useful when you explore new areas, or if you're trying to keep tabs on distant enemies or other characters as you approach them.

Closer, third-person zoom levels are ideal when you're in a town or a building, or if there are lots of Talan nearby. They're also useful when the Advisor spots objects you want Cutter to pick up. Zoom in whenever you need more precise control over Cutter.



You can zoom the third-person view out to observe the Adelphan landscape, or in tight, for the most precise control. There are five levels of zoom.



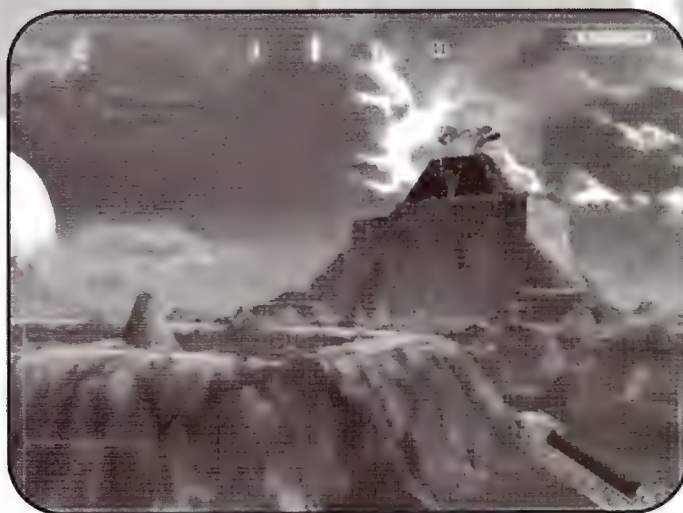
NOTE When you play in third-person view, you'll press  and  to change Cutter's direction, and hold them to move him sideways in relation to the camera. When you play in first-person view, pressing the arrow keys causes Cutter to sidestep, *without* changing direction (often called "strafing").

FIRST-PERSON VIEW

First-person view is most useful in tight situations—when Cutter is in a confined space or engaged in combat, for example. It's easier to aim, sidestep, and dodge enemy fire from this point of view.

Be wary, though, of battling numerous enemies using the first-person camera. If you're used to third-person's wide views, it's all too easy to let an enemy slip past to flank you. In fact, the Talan soldiers' artificial intelligence has them attempting this often.

When you use first-person view in combat, keep track of the number of enemies you're fighting. Note when one drifts out of sight and don't let him get the drop on you.



First-person view removes Cutter from the picture: you see through his eyes. It's the best view for combat situations.

CONTROLLING CUTTER

This is a different breed of game. No matter what you're accustomed to, you must adapt a little to play *Outcast* successfully. *Outcast* does borrow from established genres, however, and its controls are configurable. You may be able to get your favorite control setup to work, but you'll still notice some significant differences.

CONTROL SETUPS

There's no one preferred method of controlling Cutter. Game control is highly subjective. What works for one player won't necessarily work for another.

To find your ideal control configuration, experiment with several. As you do, be mindful of minor changes you can make to adapt the control scheme to your playing style.

You should never have to look away from the screen as you play Outcast. You don't want to have to glance down to locate a key in the midst of combat.

Unless you use a joystick or other game controller, you'll use your computer keyboard for most game controls. Your setup will center around four keys for left/right/forward/backward movement.

Consider using the mouse to control Cutter: this enables you to pan the camera when Cutter is still and steer him left and right (and look up and down) when he's in motion.



Customize your game controls from this pregame screen.


Keep the following hints in mind as you perfect your control setup.

- Bind the commands you use most to keys near those you use for movement. If your fingers don't have to reach far, you're less likely to have to look away from the screen.
- Configure the setup to make it easy to feel your way to your left/right/up/down keys. The arrow keys work well for this, as do several other arrangements (if your keyboard has nubs on the [F], [J], and numerical pad [5] keys, as most U.S. keyboards do).
- Map your main keys near odd-shaped keys, such as [SHIFT] and [SPACEBAR], to make them easy to find by touch.
- If you insist on using a joystick or other game controller, program it (via either its own programming interface or the game itself) to use all its buttons and functions. Map commonly used commands—Action, Duck, Inventory, Use Medical Kit, and so on—to buttons. Depending on how many buttons your controller has, you still may have to use the keyboard for some control input.
- Pay close attention to which commands you use most as you play. You may use a specific control more than you thought you would. If that's the case, adjust your setup to make that control easier to find.



If the default disagrees with you and you're having a rough time developing one of your own, try some of these. Adjust them to suit your playing style. All the following configurations are designed for a keyboard-mouse combination (with the exception of the keyboard-only setup). Left and right mouse buttons are used for primary and secondary actions.

Functions not mentioned in these control setups remain bound to the default keys.



TIP It's a good idea to back up your control setup in case you want to change back and can't remember exactly how you had it.



Navigate through Windows Explorer to your *Outcast* directory and open the "oc" subfolder. Inside, you'll find a file called CONTROL.INI, which stores your control configuration. When you develop a promising setup, make a copy of this file and rename it something you'll recognize. To restore that setup, simply rename the current CONTROL.INI file and change the name of your backup to CONTROL.INI. Take care not to delete any files in this folder!

First-Person-Shooter-Style Control Scheme

Fans of first-person shooters probably are accustomed to a control setup like this. It's my favorite, and should provide an easy transition for players of that genre.

The main movement keys center around **[D]**, so there are lots of nearby keys to bind oft-used commands to. The thumb rests easily on **[SPACEBAR]**, so you'll use it to make Cutter duck, because often you must do that in a hurry. **[TAB]**, which displays the map, is also nearby, as is **[SHIFT]**, for walking. The number keys are close, too, so weapon selection is easy.

FIRST-PERSON-SHOOTER-STYLE CONTROL SCHEME

Function	Bound to
Forward	[E]
Backward	[D]
Left	[S]
Right	[F]
Primary Action	 (left mouse)
Secondary Action	 (right mouse)
First/Third Person Toggle	[Q]
Crawl	[SPACEBAR]
Slow	Left [SHIFT]
Zoom In	[T]
Zoom Out	[G]



Numeric Pad Scheme

The numeric pad provides a tight cluster of keys easy to navigate by feel. Although the keys in easy reach of the numerical pad are fewer, those nearby are easy to distinguish. This is especially convenient for the left-handed player, whose mouse sits at the far-left side of the keyboard. Right-handed players may need to move the keyboard over to use this setup comfortably.

The **[5]** is the center of the main movement keys. Because the default weapon-selection keys lie on the far-left side of the keyboard, this setup uses **[/]** and **[*]** to cycle through Cutter's weapons. **[3]** is a natural for the Duck command, because you use a downward motion to reach it. **[-]**, **[+]**, and **[ENTER]** make a nice row for activating the Lexicon, Notepad, and Backpack.

NUMERIC PAD SCHEME

Function	Bound to (NUM Key)
Forward	[8]
Backward	[5]
Left	[4]
Right	[6]
Primary Action	[LMB] (left mouse)
Secondary Action	[RMB] (right mouse)
First/Third Person Toggle	[Q]
Crawl	[3]
Slow	[0]
Zoom In	[7]
Zoom Out	[9]
Next Weapon	[/]
Previous Weapon	[*]
Inventory	[ENTER]
Lexicon	[-]
Notepad	[+]

Arrow Keys Scheme

This is the least desirable keyboard-mouse arrangement. Still, some players feel more comfortable using directional arrows to control Cutter's movements. If you won't consider moving to a control setup with more nearby keys to work with, try this.

Because the arrow keys are relatively isolated on the keyboard, you'll want to bind other commands to the keys closest to them: use Right **[CTRL]** to crouch; use Right **[SHIFT]** to cycle through Cutter's weapons.

ARROW KEYS SCHEME

Function	Bound to
Forward	[↑]
Backward	[↓]
Left	[←]
Right	[→]
Primary Action	[LMB] (left mouse)
Secondary Action	[RMB] (right mouse)
First/Third Person Toggle	Numpad [1]
Crawl	Right [CTRL]
Slow	Numpad [0]
Next Weapon	Right [SHIFT]
Inventory	[ENTER]
Lexicon	[-]
Notepad	[+]

Keyboard-Only Scheme

Using the mouse to control a game can be a challenge, but its benefits in terms of control precision and fast reaction times are worth it.

If you can't adapt to using the mouse, though, try this keyboard-only control scheme.

KEYBOARD-ONLY SCHEME

Function	Bound to
Forward	↑
Backward	↓
Left	←
Right	→
Primary Action	Left CTRL
Secondary Action	Left ALT
Crawl	SPACEBAR
Slow	Left SHIFT
Next Weapon	A
Previous Weapon	Z
Pitch Up	O
Pitch Down	L

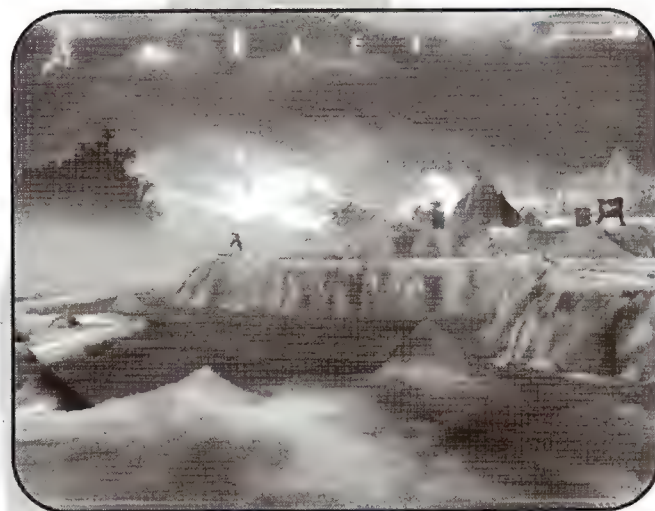
GETTING AROUND

Cutter will spend most of his time on foot. His endurance is limitless, so unless you hold down the Slow key, he'll run wherever he goes.

Again, you should explore unfamiliar regions using third-person view. Keep the map open and watch for red circles that represent enemy Talan. If they appear, avoid them—unless, of course, you plan to confront them.

Cutter is athletic and can jump and climb with relative ease, but there are some slopes he can't clear on his own. Watch for staircases built into the landscape, especially around steep, unclimbable hills. Stairs display as black outlines on the Advisor's map.

Outcast's world is huge, and its regions are vast. Thankfully, Cutter needn't tread everywhere he goes. The first region he visits—Shamazaar—has pens full of domesticated animals called Twon-ha. Like two-legged horses, they serve as beasts of burden and Cutter can ride them. Purchase one as soon as your funds permit.



Cutter may be buff, but he won't navigate this ridge-filled landscape too quickly.

Riding a Twon-Ha

Among the advantages of riding a Twon-Ha are speed and the animal's ability to jump much higher than Cutter can. Hills that Cutter finds impassable on his own may be a few mere hops for a Twon-Ha. Thus, Cutter can get almost anywhere faster riding a Twon-Ha.

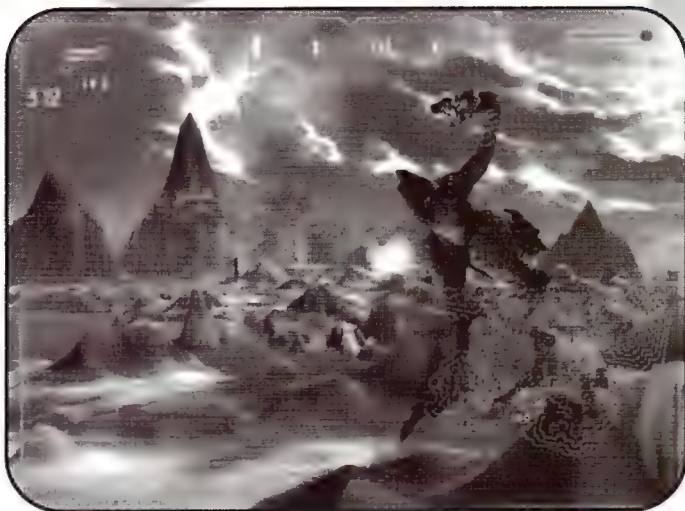
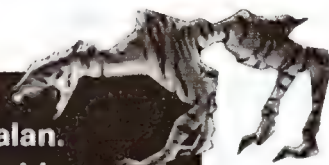
And the advantages don't end there. Often Cutter must face superior enemy numbers; in some cases, you may wish him to flee. He can't always outrun his enemies on foot, but if he's riding a Twon-Ha, usually he can get away.

Of course, you can't ride your Twon-Ha *everywhere*. They're too tall to enter most buildings, and Cutter can't converse with a Talan or retrieve items from the ground from astride his alien steed. To perform such actions, Cutter must dismount.



Like giant bunnies, Twon-Ha can leap great distances.

CAUTION Never leave your Twon-Ha near enemy Talan. If they attack and your Twon-Ha gets caught in the crossfire, it probably will be killed.



Keep your poor Twon-Ha out of the line of fire, or it will run away (or die).


To mount a Twon-Ha, stand to its left and activate your Primary Action key or button. To dismount, come to a complete stop and again activate the Primary Action key or button. Cutter will dismount from the beast's left side, so bear that in mind when he's near a ledge or the edge of a cliff.

TIP If you dismount your Twon-Ha and then lose track of where you left it, open your inventory screen and select the Gui. Its robust scent attracts Twon-Has. Wait a moment, and your Twon-Ha will find you.





The little thing that looks like a dog bone is actually a "Gui." Its scent attracts Twon-Ha.



TIP When you ride the Twon-Ha, you control it as you control Cutter (but you can't duck or crouch in the saddle). You can still run, strafe, and jump.



TRAINING

3

At the start of the game, Cutter emerges in the Adelphan region of Ranzaar. There are no enemies here, nor are there major quests. Your goal in this region is to learn how to control Cutter, interact with the Talan, and learn the game's backstory.

Listen carefully to the conversation in the opening movie: Cutter meets Zokryn, leader of the Guardians. Zokryn fills Cutter in on the general situation on Adelpha, and informs him that the Talan have been expecting him. He is to save their oppressed slaves from Fae Rhan, a tyrannical ruler, and his lieutenant Kroax.

RANZAAR (Training Area)



1 Jumping Test Area

2 Shamaz Zokryn's House (game starts here)

3 Daoka to Shamazaar

4 Shooting Test Area

5 Swimming Test Area

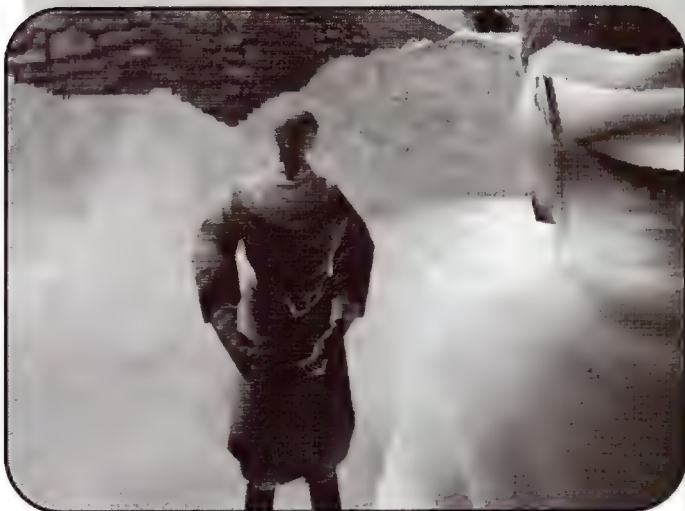
6 Sneaking Test Area



In the opening movie, Cutter meets Zokryn, setting the stage for the entire game. Pay close attention.

After this conversation, Cutter is free to roam around Ranzaar. There are no time constraints, so feel free to wander as much as you like. Use this time to get used to your control setup.

Because getting from Earth to Adelpha may have disoriented Cutter, Zokryn suggests Cutter meet with his son Jan (pronounced *yahn*) to undergo training. This training will help you get used to controlling Cutter.



Zokryn's son Jan tests Cutter in four physical skills. Cutter can't leave the region until he passes.

The four tests cover jumping, swimming, sneaking, and shooting skills. Of course, you also must acquire basic abilities such as walking, running, sidestepping, and so on.

The following sections will help you get the most from those tests and reveal nuances you may overlook.

BASIC MOVEMENT

The control you exercise over Cutter in *Outcast* differs significantly from the way you control your characters in any other game. It takes getting used to. This region is a safe zone, and Cutter can spend as much time here as you like. Take advantage of that to learn to control him well.



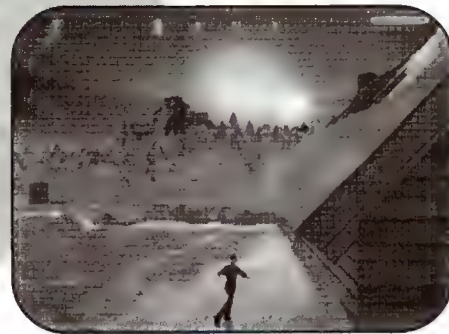
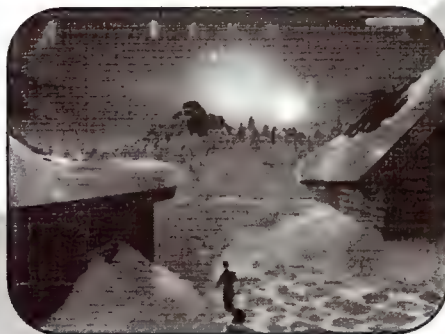
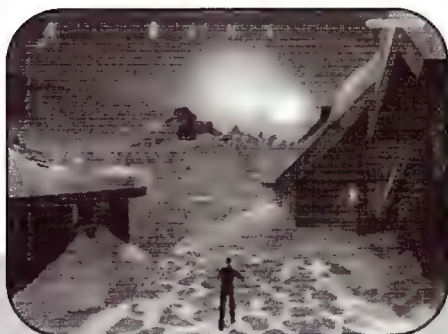
NOTE It's a good idea to start a new game and play along as you read. Even veterans can learn some new techniques.



RUNNING

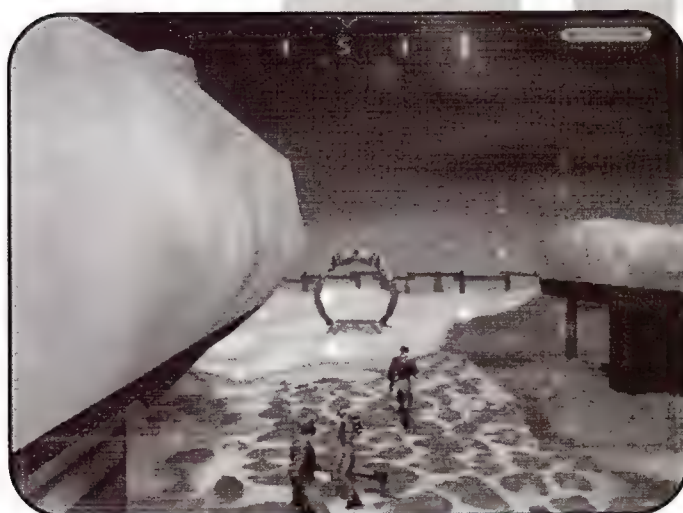
When the intro movie ends, take Cutter outside the cabin he awoke in and move him to the end of the main street. Select a distant third-person point of view. Now press your Forward button to send Cutter running down the street.

As you hold down your Forward button, press your Left and Right buttons. You may expect Cutter to strafe left and right without changing direction, but instead he turns 45 degrees each way.



As Cutter runs, he doesn't strafe when you hit the Left and Right buttons; instead, he turns in each direction.

Now move Cutter toward the middle of the street, release the Forward button, and press the Left and Right buttons alternately. Notice that Cutter walks forward either left or right relative to the third-person camera. Cutter never strafes when you're in third-person view. You can even make Cutter run toward the camera by pressing your Backward button.



Spend some time learning how to run around semi-independent of the camera.

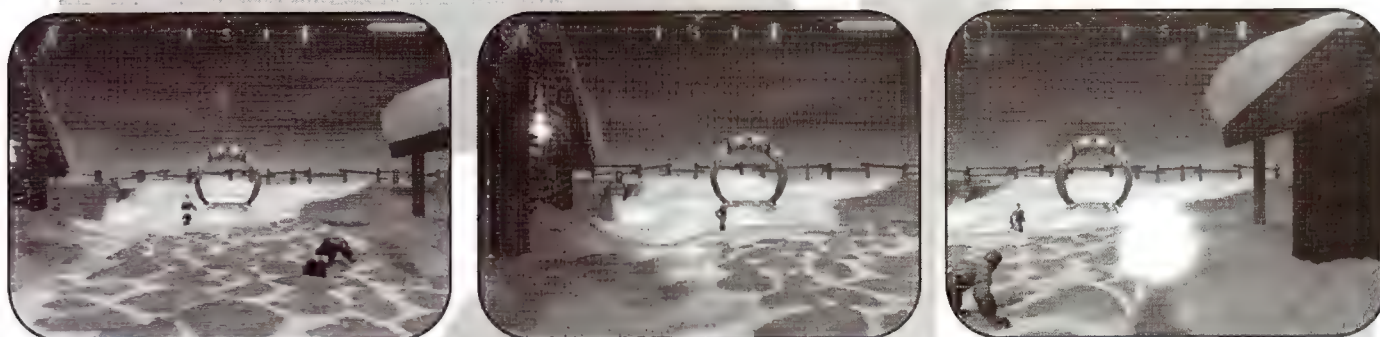
This may seem awkward to first-person-shooter fans, but this style of control has an advantage. Getting past superior enemy forces requires stealth, and the ability to move independently of the direction the camera is facing allows you to monitor enemies who may not see you.

If you wish, take a little time to run around the town. Become proficient in running through the narrow alleys, through doorways into buildings, around a wandering Talan, and so on. When you're used to running in third-person view, switch to first-person (the default key is right-hand **CTRL**).

Head back to the main street. As you run with your Forward key, again alternate pressing the Left and Right keys: in first-person view, Cutter *doesn't* change direction. Instead, in the tradition of first-person shooters, he strafes left and right while facing the direction he's running.

Now release the Forward button and alternate pressing the Left and Right keys. Notice how Cutter remains facing the same direction and sidesteps, or strafes, left and right.

This quality makes first-person view ideal for combat situations, because it enables you to dodge enemy fire while keeping your weapon trained on the enemy. You'll experience this firsthand at the targeting test.



In first-person view, pressing the Left and Right keys causes Cutter to strafe.

WALKING

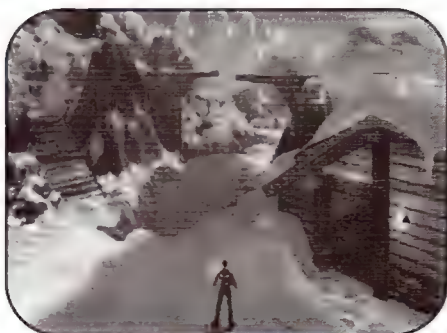
You'll want Cutter to run throughout most of *Outcast*, but in some situations it's better to slow to a walk. Because this gives you better control over each step, it's ideal for negotiating narrow ledges, skirting ravines, and surviving other such dicey situations.

To have Cutter walk, hold down Left **ALT** (by default) and use the movement keys as you would normally. Cutter will move more slowly, giving you more reaction time.

To get a feel for walking Cutter through a tight situation, head back toward the cabin he awoke in. A narrow strip of land lies between the cabin and a lake. Although it might not be too difficult for Cutter to run along that strip of land without falling in the water, suppose the lake were a bottomless pit...

You'd probably want Cutter to walk.

Hold down the Walk key and move Cutter along that strip of land. Once you get the hang of it, turn around and walk back.

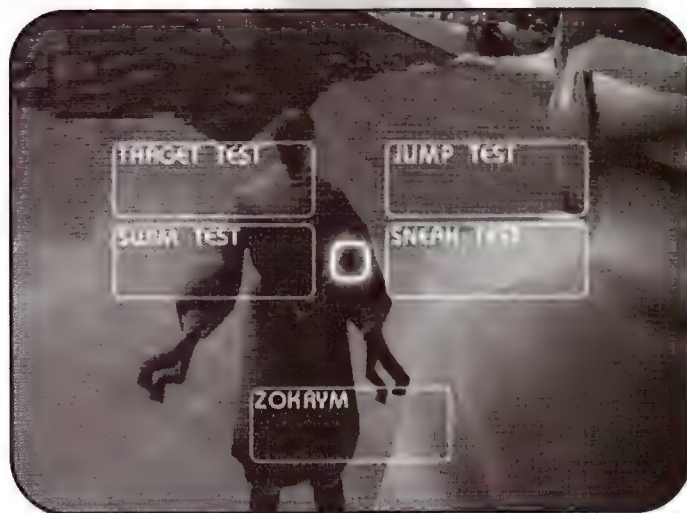


The lake might not be dangerous, but this narrow strip of land gives you a good opportunity to practice Cutter's walking skills.

THE TESTS

Now that you've mastered the game's basic movements, it's time to take Jan's tests. Use your map to locate him, or just wander through the town. Talk to all the Talan in this region. Each has helpful information to offer. Jan is garbed in a brown cloak with red trim, like his father's. When you find him, approach him. When the Context icon changes to a talking head, press your Primary Action key or button.

You may ask him about any of the four tests, or about his father, Zokryn. Start with the easiest test—jumping.



Find Jan and speak with him.
You'll be prompted to ask about the four agility tests.

THE JUMP TEST

This test is straightforward. Ask Jan about it, and he'll lead you to what appears to be an incomplete bridge over a nearby lake. The jump you must make is simple, but you'll explore the art of jumping a bit deeper when you're done.

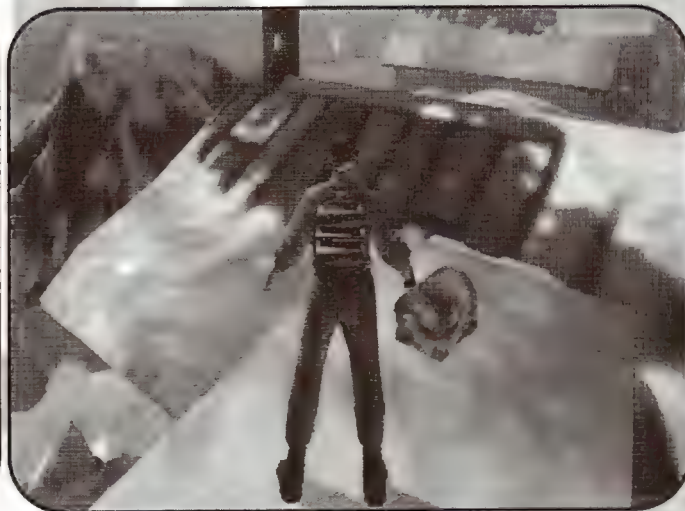
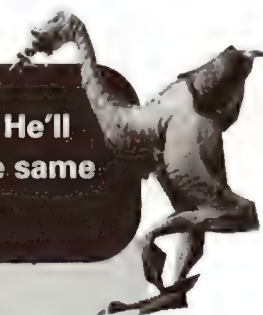




Follow Jan to the jump test site.

Talk to Jan again. He points out a flight of stairs that ascends to the “bridge.” Climb the stairs and position Cutter so he’s squarely facing the other side of the jump. Run toward the edge and hit the Primary Action button as he reaches it. Keep your finger on the Forward button and Cutter will leap to the other side. The chest he finds there holds his Lexicon.

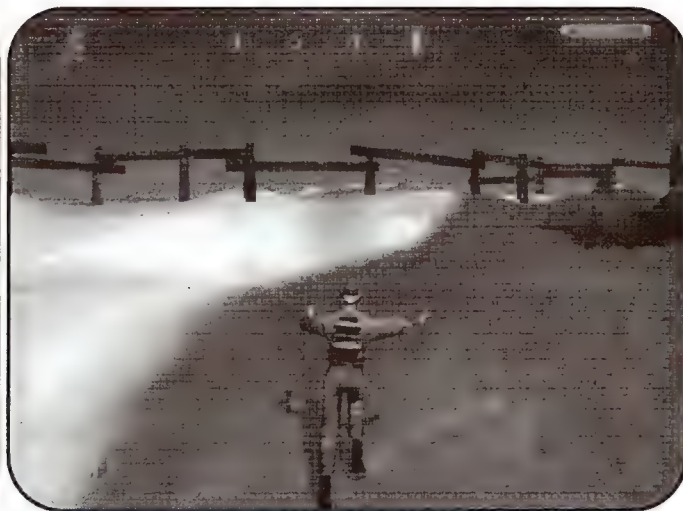
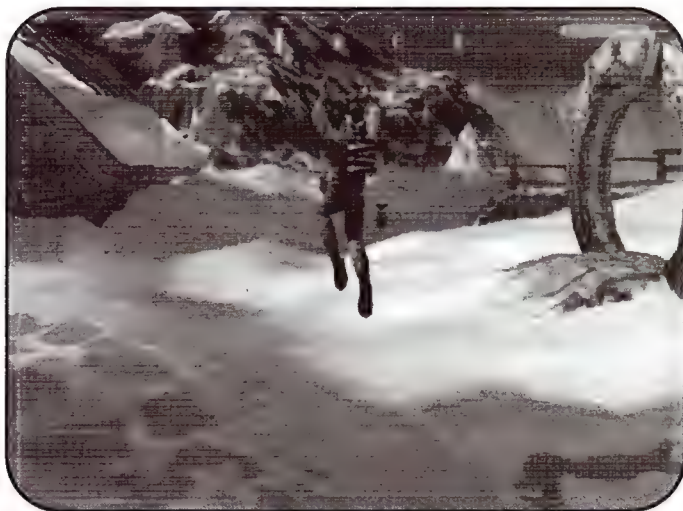
NOTE Follow this procedure for each test: Ask Jan about the test. He’ll guide you to the testing place and stop. You must talk to him again about the same test to learn what you must do to pass it.



Cutter can clear this gap easily. When you’re done, grab the Lexicon and head back to ground level for further jump training.

Jan is satisfied with your jumping skills, but there’s a bit more you should know.

Head to an open area and take a running jump. Keep your finger on the Forward button and move the mouse left or right: Cutter can change direction in midair! That’s quite a talent, and it can be useful when you’re trying to get away from lots of enemies, or when you’re battling them in an area where ground cover impedes Cutter’s movements.



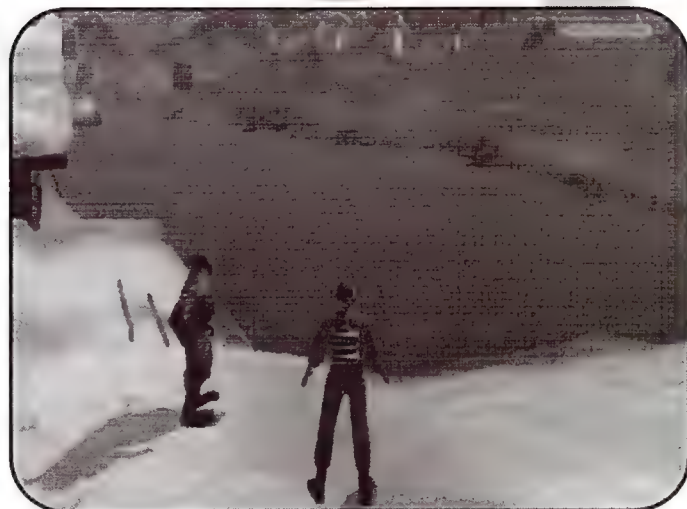
Besides jumping straight and true, Cutter can pull off a few physics-defying maneuvers. For example, he can turn in midair.

Cutter also can change speed and come to a complete stop in midair. First, take another running jump, then release the Forward key when his jump hits its peak: he stops moving forward and drops straight down.

THE SWIMMING TEST

When you're ready to move on to the next test, you must trek around and find Jan. Talk to him and inquire about the swimming test.

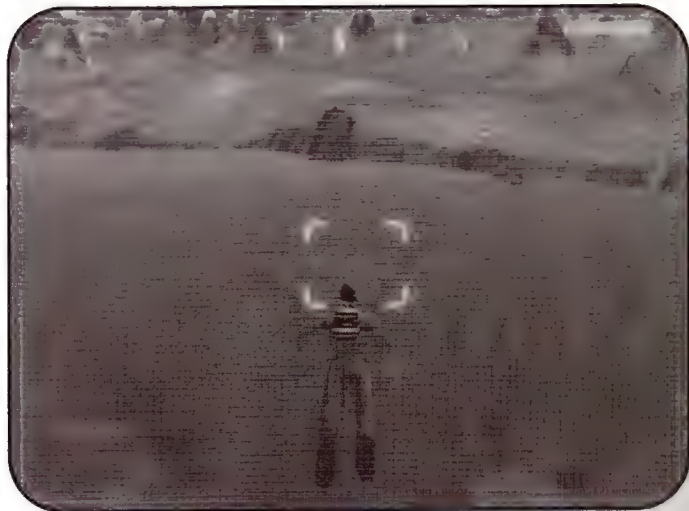
Follow Jan through the village to the icy lake. He'll brief you on how to search the bottom of the lake for valuable items.



Jan leads you to this chilly lake for the swim test.

Swimming is a simple skill. Jump into the water; Cutter drops in with a splash. Then use your directional keys and mouse to guide him as you do when he's on land. There are two new controls, though: the Primary Action button sends Cutter diving deeper, and the Secondary Action button brings him toward the surface.

TIP Pay attention when Jan says the most valuable items lie near the lake bottom. This holds true throughout all of Adelpha. No matter which region you're in, if you take Cutter swimming, take time to scan the bottom of the pond, river, moat—any body of water.



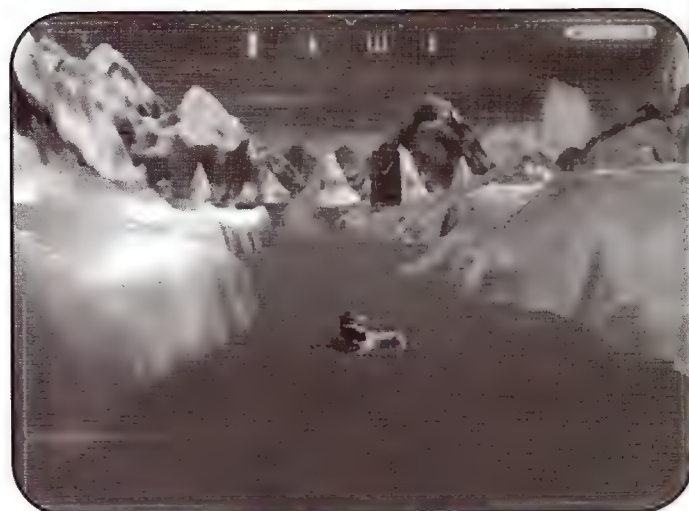
As soon as Cutter hits the water, his Advisor starts spotting items he can pick up.

The lake bottom is littered with items Cutter can collect. Although you needn't swim for more than a minute or so to pass the test, you should continue to explore. Follow the lake along; it narrows, but Cutter can continue to swim.

As you go, you'll find shells and organic matter, as well as more valuable items, including money. Collect money whenever you have

the chance. You'll need it to purchase items and services throughout the game.

NOTE Cutter can exit water only by means of a staircase. Refer to the HUD's map and look for a black outline, representing a Talan-made structure, next to a blue outline, representing a waterway.

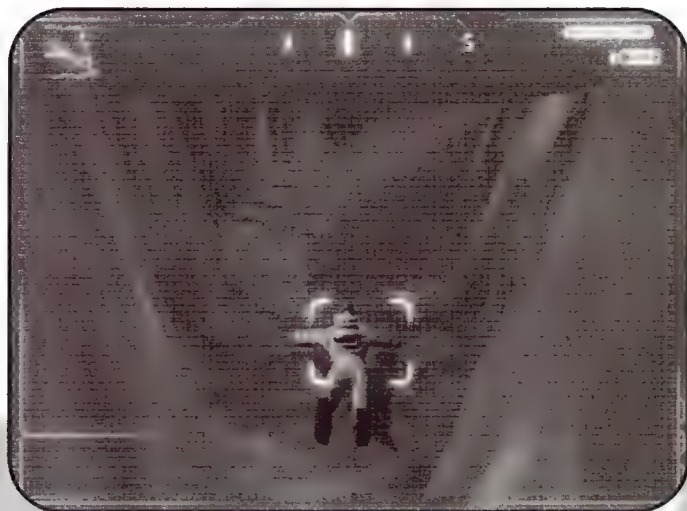


The lake narrows until it's barely a stream, but Cutter can squeeze through to a stairway where the water terminates.

Cutter will pass several stairways, but if you want to continue collecting items, follow the water to the end. (Keep an eye on Cutter's air supply!) When you reach the stairway where the water terminates, hold down your Secondary Action button until Cutter reaches the surface; then climb the stairs.



You've passed the swimming test and picked up loads of valuables. Now go find Jan and get ready for your next test.



Stairways provide Cutter's only means of leaving the water. Remember that later in the game, when he must cross waterways with hostile Talan on the other side.

THE TARGETING TEST

To pass this test, you must shoot three ceramic containers. This isn't as simple as it sounds. *Outcast's* weapon-targeting system is unique.

Destroying these containers also demonstrates why first-person view is best for combat situations. First-person has you looking straight over the barrel of Cutter's weapon; third-person shows you the weapon from any of several angles. If you were really to fire a weapon, you'd aim by looking down the barrel.

Find Jan and inquire about the targeting test. He leads you to an open area at the end of the central road. It also happens to be near the lake.



Jan points out the three ceramic containers—your targets for this test.

If you speak with Jan again, he tells you to shoot the three containers to complete your targeting training. Press **[1]** to draw your HK-PI2. Attack the first container from third-person view.

To fire your weapon in *Outcast*, you first must aim it. Hold down the Secondary Action button and Cutter will level his pistol. A red targeting beam extends from the weapon. To aim, line it up so the beam falls on your target.

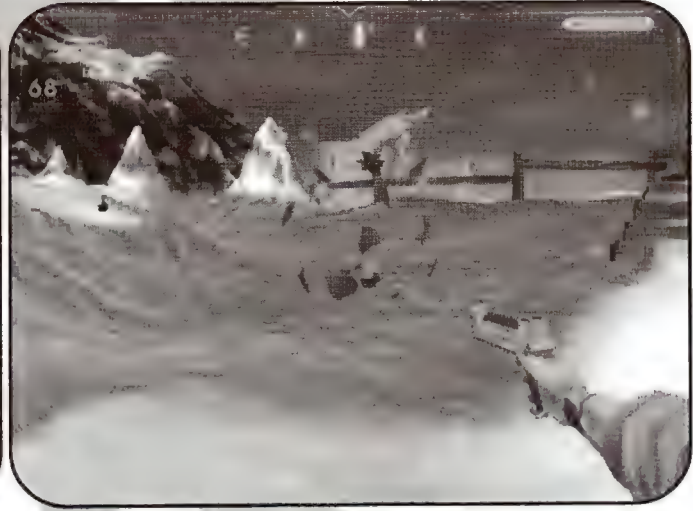
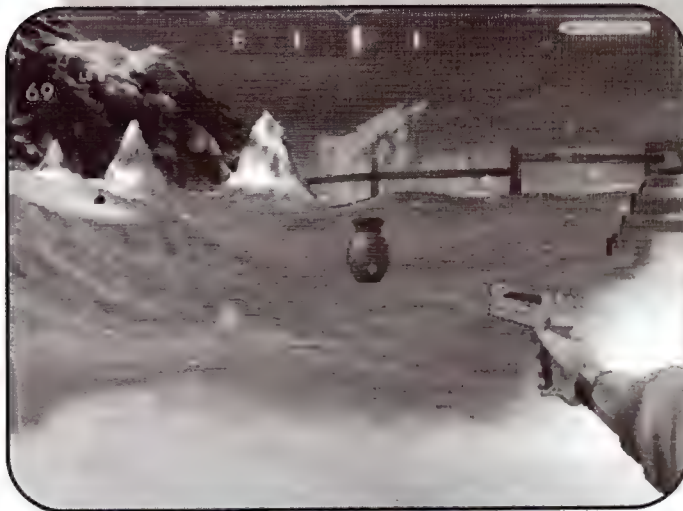


Line up the beam on your target.
Then press the Primary Action
button to fire.

Lining up the targeting beam may seem more difficult than it should be. When you get the gun trained on the first clay pot, hit the Primary Action button. Cutter fires his weapon, and the pot is blown to pieces.

Now choose first-person view. (The default key is Right **CTRL**.) Hold down the Secondary Action button and move the

mouse around. You'll notice instantly that it's a lot easier to aim from this point of view. Level the pistol on the second pot and fire.



It's much easier to shoot accurately from first-person view.

Only one clay pot remains. For real combat training, try to hit this pot while Cutter is in motion. You'll seldom stand still as you fire at enemies who fire back. Try to shoot the last clay pot while Cutter is strafing. Quickly point Cutter's weapon in the general direction of the last container, and then strafe left or right by pressing the Left or Right key. As Cutter strafes, try to line up the beam on the clay pot and shoot it.

The difficulty may surprise you, especially if you're experienced with first-person shooters. *Outcast*, with its realistic landscape, uneven terrain, and weapon handling, presents far more of a challenge. Keep strafing and firing until you hit the pot.

When you've destroyed the last pot, go to where the shattered containers once stood. You'll find they contained valuables that Cutter can pick up.





Instead of firing at the last pot from a standstill, try strafing about as if you're dodging enemy fire. It's not quite as easy to get a good shot!

THE SNEAKING TEST

This final test is quite a challenge. It will teach you how to use third-person view to its greatest advantage.

Find Jan again and speak with him about the sneaking test. He'll lead you to an open field on the far side of the lake. Speak with him again, and he'll instruct Cutter to stand on a particular patch of ground and wait there. A tall box stands between the patch of ground and the open field. Jan will walk into the field, place a piece of alien fruit on the ground, and walk a few steps away. He'll stand there and look around until the test is complete. To pass, Cutter must pick up the fruit without Jan spotting him.



Jan leads Cutter to this open field for the sneaking test and instructs him to wait behind the tall box.

At first, it seems impossible. The fruit lies only a few feet from Jan, and after he counts to three to start the test, he stands tall and keeps looking around.

Before setting off, take a good look around the area. Observe Jan for a few minutes. Zoom out to a wide third-person point of view so you can see what Cutter can't see—Jan, for instance. The benefit of this position is that Jan can't see Cutter.

That concept is key to using third-person view to sneak. Controlling the camera with the mouse, you can easily observe the area around Cutter while he crouches behind cover. You can keep an eye on enemies—or, in this case, Jan—and time Cutter's movements so the enemies don't detect him.

Look around the open field. You'll notice it's flanked with hills and little snowy ridges. The fruit lies on the far side of the field, not too far from a ridge.



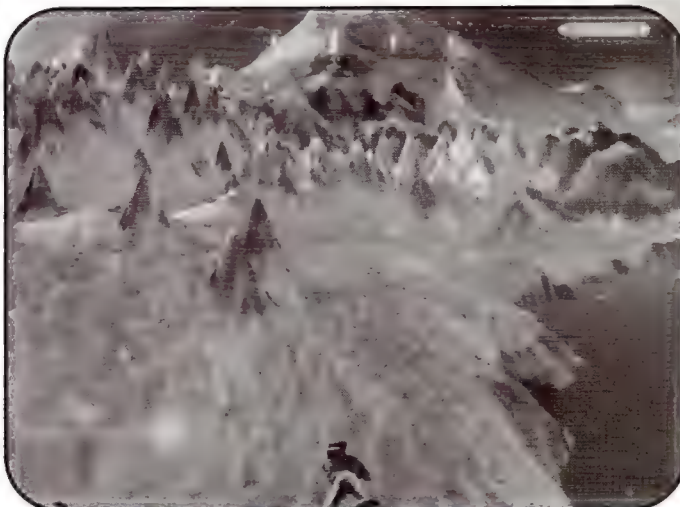
Glance quickly around the field before setting out so you can plan a route that gives Cutter plenty of cover.

Watch Jan for a few minutes. Notice that he looks around in a repeated pattern. As you maneuver Cutter toward the fruit, you'll reach a couple of areas where Cutter has no cover. Time his movements for when Jan faces away from him.

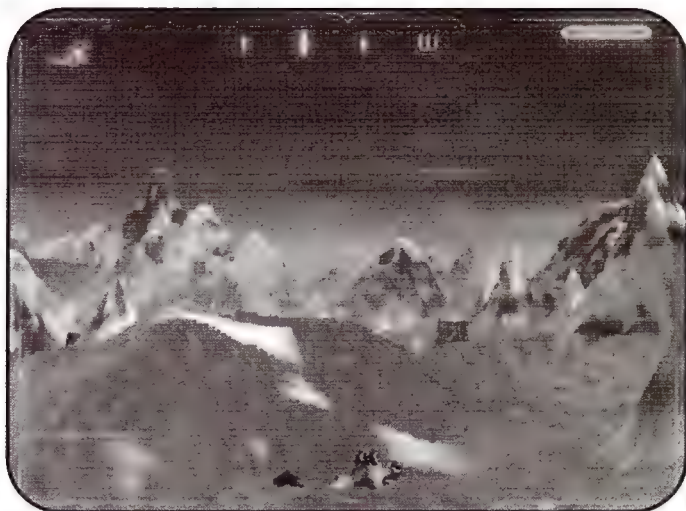
to the fruit. Make sure it gives Cutter plenty of cover from Jan's watchful eyes. The following route may not be immediately obvious:

Now do one more thing before you set out. Based on your observations, plan a route

out. Based on your observations, plan a route



Crawl northeast, keeping the box between Cutter and Jan.



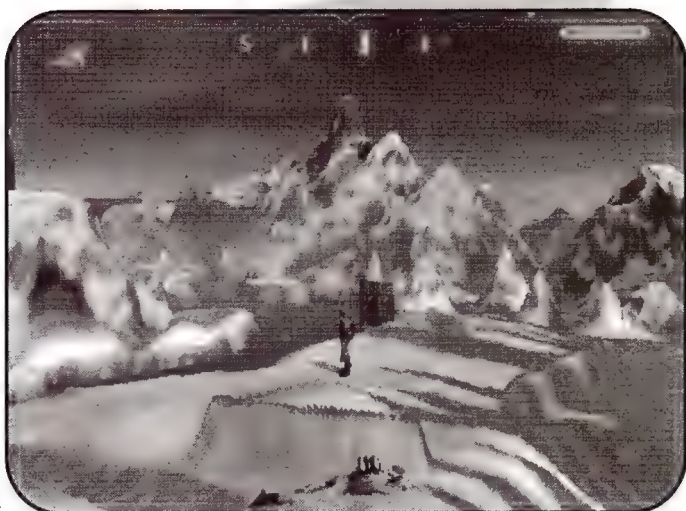
Turn left, with the hill between Cutter and Jan.

Maneuver around the hill, bearing left, to bring Cutter unseen directly to the nearest ice ridge.



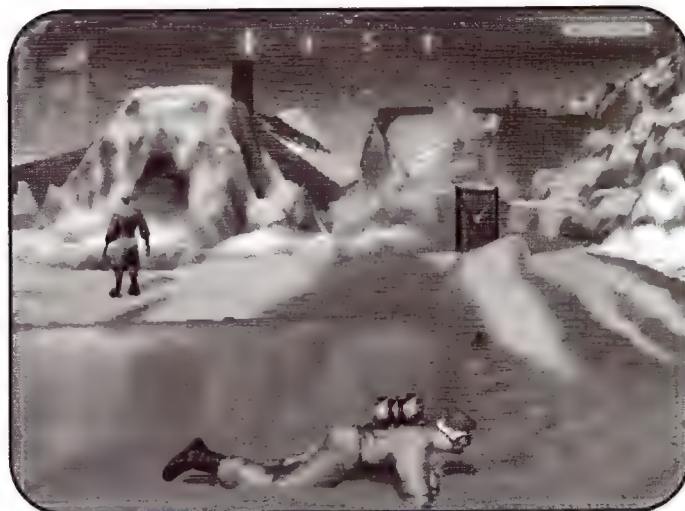
Bear left around the hill to bring Cutter to the nearest ice ridge.

A clearing lies between this ridge and the next. Use your movement keys to position Cutter so that he faces the clearing. Use the mouse to pan the camera to observe Jan.



Position Cutter toward the clearing and pan the camera to watch Jan.

When Jan faces away from the clearing, move Cutter behind the next ridge. Head to the far end.



Head to the far end of the ridge.

You're really close to the fruit now. Watch Jan; when he turns away, have Cutter stand and run to the fruit.



When Jan faces away, have Cutter stand and run to the fruit.

If you get caught at any point, approach Jan and talk to him. He'll replace the fruit and the test will start over. Keep trying until you pass.

NOTE You can't leave this region until Zokryn activates the Daoka, and he won't do that until you've passed all Jan's tests.




The sneaking test is probably the most important and useful test of the four. Cutter faces large numbers of enemy soldiers in the next region, and must acquire objects from heavily guarded areas. Although it's possible for Cutter to blast his way through, it's far more likely he'll end up dead. Sneaking is a much smoother and safer method for Cutter to get what he wants.

Before moving on to the next region, talk to everyone in Ranzaar and discuss every subject. You'll find interacting with the Talan critical to your progress, and Ranzaar is a great place to start making this a habit.

After picking the Talans' brains for all they're worth, ask Zokryn to provide you with passage out of Ranzaar. He'll activate the Daoka and send you deeper into the unforgiving world of Adelpha.



TOOLS FOR SURVIVAL




4

Cutter Slade is a former Navy Seal, and was responsible for protecting the other three team members during their stay on Adelpha. When he awakens on the alien world, though, he has no idea where they are. Before he can protect them, he must *find* them.

Given his training, you'd think that wouldn't be much of a problem. But it's just not Cutter's day. Although he came to Adelpha well-equipped with weapons and gadgets to ease his task, they've been scattered throughout the six regions by the Talan who believe Cutter's tools are sacred objects of the Ulukai.

Cutter must keep his eyes open and rely on the Advisor's object detector to find and retrieve his gear. He must also use the odds and ends he finds on Adelpha. Some of these things he can use at his discretion; others he must solve puzzles to utilize.



TIP *Pick up everything you see! It's worth it to go a few steps out of your way to pick up ammunition, metal, foreign substances, gadgets, and so on. There's no limit to what Cutter can carry, so don't worry about overburdening him. You can never have too much of anything, and anything Cutter can pick up has a use. Recreators can use Adelphan objects and materials to build ammunition for Cutter's weapons. The Terran objects Cutter brought with him—his weapons and gadgets—become useful very quickly.*



Pick up everything! Some items may seem overabundant at first, but everything Cutter can get his hands on may be needed later in the game.

The paragraphs that follow provide information on most of the objects Cutter will encounter during his journey. You'll learn the best ways to use each Terran object and find out what you can do with the Adelphan items and substances at your disposal.

THE GAAMSAV

This is the most valuable object in the entire game. Cutter receives it during the opening movie as a gift from Zokryn, who describes it as an object that can store an imprint of one's essence. In the Talan language, "essence" means, among other things, *life*. The real-life equivalent of imprinting Cutter's essence is saving your game!

The Gaamsav gives you the ability to do this, which is why it will always be the most useful item in Cutter's backpack. To save your game, select the Gaamsav (via the inventory menu or by pressing **F2**) and hit the Primary Action button.



The Gaamsav surrounds Cutter in a mystical light, ultimately saving your game.

There are two strong arguments for saving often. For one thing, *Outcast* is an extremely challenging game, and chances are good Cutter will die more than once as you play. When he does, you either must start over at the beginning of his quest, or load a saved game. The more often you save, the less you'll have to replay if he dies. Save before

and after any physical confrontation, dangerous journey, or other risky situation.

The other reason to save a lot is less obvious: *Outcast* is a long and multilayered game, with scores of things to do. From time to time, you may lose focus on your main quest, or find yourself following some tangent that isn't really relevant. Or you may end up in a hopeless situation: Cutter's low on health, out of ammunition, and stuck in the middle of an enemy stronghold. In such cases, you can always reload a saved game to quickly get back to a more agreeable situation and try a different course.



When Cutter is killed, you either must load a saved game or start over. Save often to prevent the frustration of having to play parts of the game over again.

Just remember, you have only eight slots to save your game in. Also, the name of each saved game is limited to eight characters, so you should label your games by situation. To circumvent the first limitation, save each game in a new slot; when you've filled all the slots, start overwriting your saves from the first

slot. That way, you'll lose only the oldest saved games. You can overcome the eight-character limit by keeping a notepad next to the computer. Give each saved game as descriptive a title as you can (for example, SHAMAI for your first save in Shamazaar), and then jot down a more detailed description of the save on your notepad.

TIP To create more than eight saved games without losing any, you must exit to Windows. Go to the folder where you installed *Outcast*. Open the "oc" subfolder. Saved games are stored in a subfolder there called "savegames." When all the save slots are full, copy that folder—*don't rename or delete it!*—and rename the copy with as much detail as you want (for example: Shamazaar—collecting the essence idols). Then you can safely overwrite the saves in the original folder.



A bit of file manipulation via Windows Explorer can keep you from losing saved games when you run out of slots.

TIP To restore an older save, rename the "savegames" folder something you'll remember, such as "savegames-temp." Make a copy of the folder you wish to restore the game from. Rename that copy "savegames." Then you can enter the game and restore a backed-up game. You can even overwrite saves with new ones, because you still have a backup copy of the original folder.

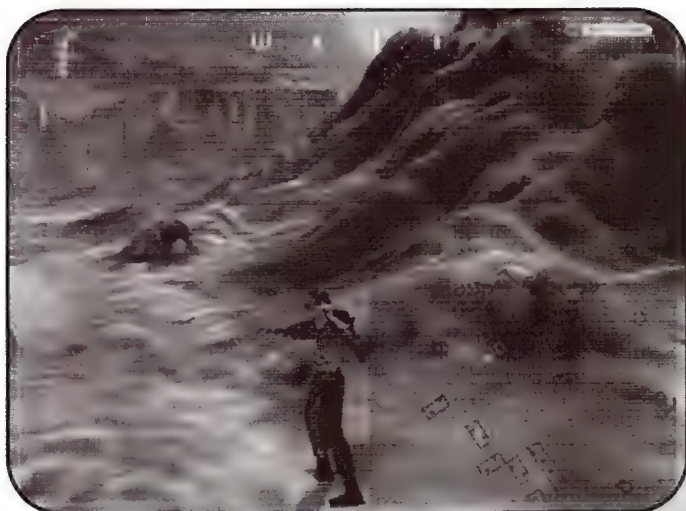
CUTTER'S WEAPONS

Cutter came to Adelpha armed with six weapons of varying power and effect. He'll reacquire components of this arsenal as you make your way through the game.

Each weapon has advantages and disadvantages, but they're all projectile weapons. With the exception of his own fists, Cutter doesn't carry any hand-to-hand weapons.

FISTS

With his years of military experience, Cutter is a powerful man. However, enemy Talan soldiers are armed, and numerous; they usually travel in groups of three or more. Cutter would have no problem overpowering one enemy soldier, but you wouldn't want to try to take on more than one unarmed.



Cutter won't always have to fight his way to his objectives, but he'll know how to handle a weapon when the time comes.

The rule of thumb is *armed is better than unarmed*, but there are two times when it's acceptable for Cutter to use his fists. The first is when Cutter has no other choice. In other words, he should use his fists when all his weapons are out of ammunition and he has no way to escape. It's always better to try to get away than to try to use his fists. Cutter

can outrun most enemies, and those he can't he can usually duck behind cover and sneak away from. In nearly every case there is some alternative to combat, so he'll seldom, if ever, have to fight with his fists.

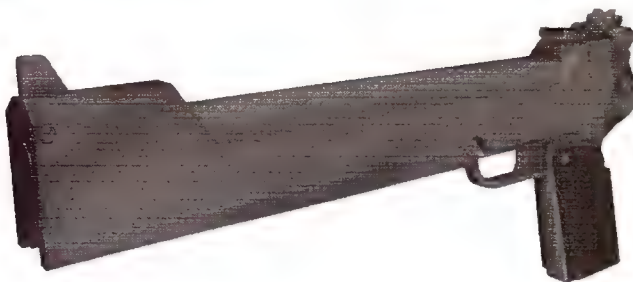
If Cutter is caught in close-quarters and has ammunition only for weapons that would harm him—the LN-DUO 500 and the FT-47, try to get Cutter far enough away from his enemies to fire without harming himself.



If you *must* fight without a weapon, be relentless.

If Cutter absolutely must punch his way out, be relentless. Hold down the Secondary Action button to put him in his fighting stance; then close quickly and throw punches as fast as you can. Other enemies probably will attack Cutter, so the faster you dispense with each, the more likely he is to survive.

HK-P12



DESCRIPTION: Basic pistol

UPGRADES: Larger clips

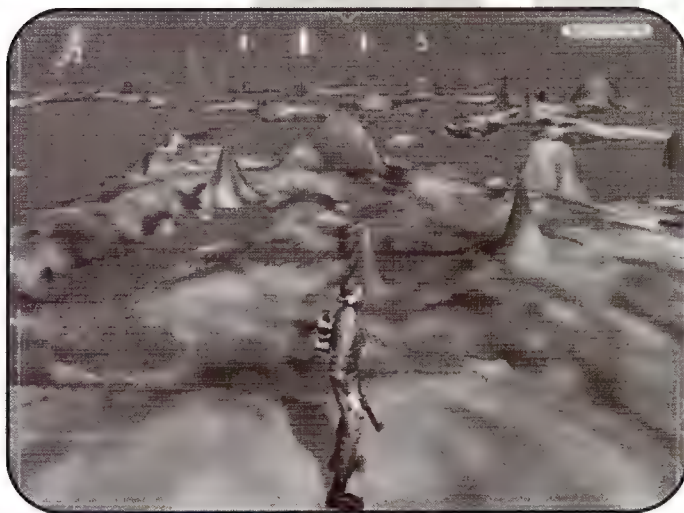
IDEAL SITUATION: This is the only weapon Cutter has at the start of the game. After he acquires a more powerful weapon, use the HK-P12 as a backup, or against weaker enemies to conserve ammunition for better weapons.

This little pistol is Cutter's default weapon. Although it's more effective than his fists, it's not a very powerful weapon. Relegate it to emergency backup after you discover more powerful weapons.

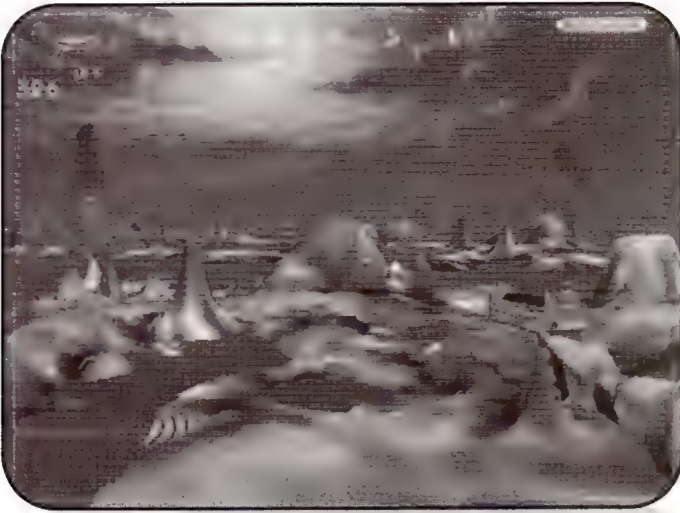
Of course, sometimes you'll face only one soldier, or relatively weak Krakits, so you might want to use the HK-P12 to dispense with them and save the larger weapons' ammo for more formidable foes.

Until you slow the soldiers' supply of Riss (see the walkthrough for the Shamazaar quest), you'll need at least one clip to kill each, so pump rounds into them as fast as you can. That's a challenge, though.

The bullets travel slowly, allowing enemies to get out of the way when they hear the shot. To be most effective with the HK-P12, first observe the movement patterns of other soldiers who aren't aware of you. Wait until you know a soldier is going to stand still for a moment, and then unload about six rounds at him. If all the bullets hit, he'll probably go down.



At first, Cutter is armed only with his HK-P12.



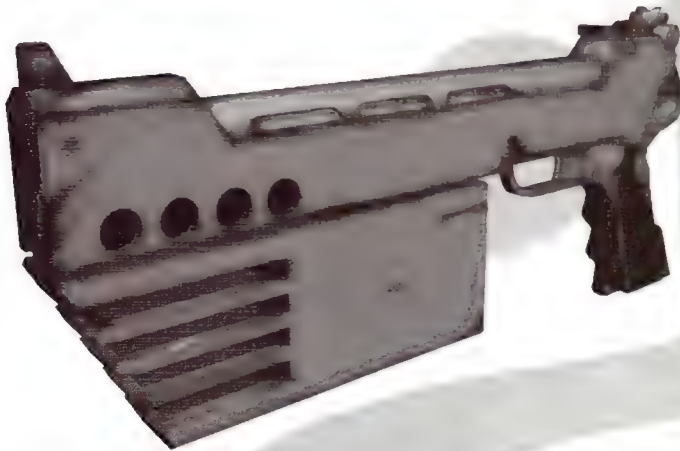
Used correctly, this little sidearm is a formidable weapon.

When battling soldiers who fight back, try to get close. You'll find it easier to aim, and there's less chance they'll dodge. Fire quickly and accurately to take them out.

Cutter reloads the HK-PI2 when the clip runs out, or when you release the Secondary Action key. Get in the habit of keeping a full clip in the gun. In the midst of battle, reload whenever Cutter dispenses with an enemy,

even if the clip is not totally empty. Also, reload whenever Cutter ducks behind cover. Make this second nature before you upgrade the weapon! Once you get clips that hold a lot of bullets, it's easy to forget to reload, and you don't want to charge a soldier with only two bullets in the clip.

UZA-SH



DESCRIPTION: *Tracer-firing automatic weapon*

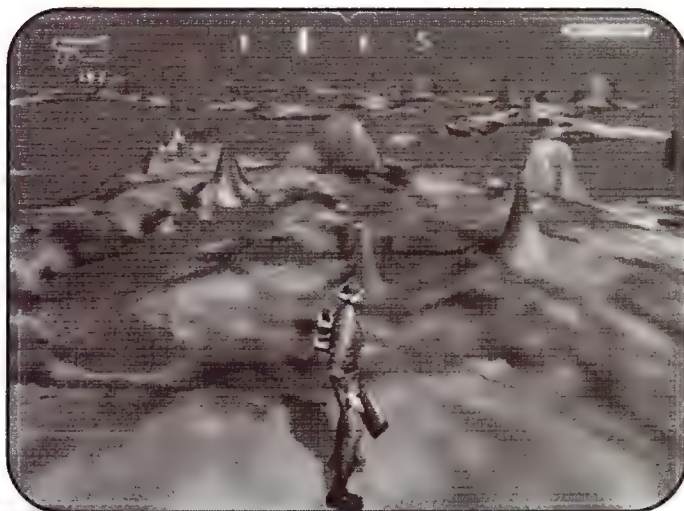
UPGRADES: *Alter the rate of fire*

IDEAL SITUATION: *This weapon is ideal for most situations.*

Consider the Tracer Gun Cutter's main weapon. It's powerful, effective, there's lots of ammunition for it, and it doesn't do anything out of the ordinary. It's like an enhanced HK-PI2.

After you get this weapon, make it your mainstay. The UZA-SH is versatile, and useful for most normal combat situations. Cutter can take out small groups of soldiers with little danger to himself.





The UZA-SH is Cutter's most effective weapon for normal combat situations.

The best thing about this weapon is that you needn't worry about lowering it to reload nearly as often as you do with the HK-PI2. The UZA-SH usually will fire for as long as you hold the trigger down. On the downside, you must take care not to envelope bystanders in a hail of bullets meant for soldiers or hostile creatures.

The first upgrade increases your rate of fire, but you must shoot in short bursts: bullets come out so quickly, the gun overheats and the firing rate lowers significantly. Also, it goes through a lot of ammunition quickly. The final upgrade stabilizes the firing rate, but it causes the bullets to ricochet off walls and the ground. This poses a threat to Cutter (and bystanders) when he uses the weapon at close quarters.

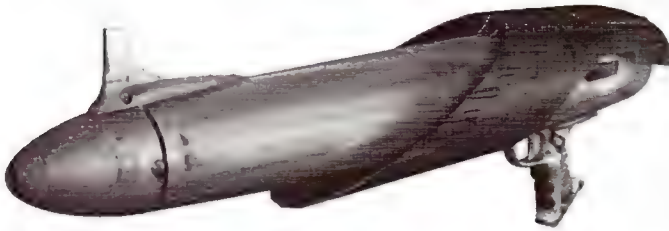


Firing tracer bullets, the UZA-SH can bring down most enemies with just a few rounds.

TIP You may not want to upgrade the UZA-SH. It's very effective in its default version, and upgrading presents as many problems as it does bonuses. If you do upgrade, remember that you can select the upgrade level each time you use the weapon. Weapons always default to their highest upgrade level, so if you prefer Level 0, the fastest way to use it is not to upgrade the UZA-SH at all.



SLNT-B



DESCRIPTION: Fires poison capsules to render enemies unconscious for limited periods.

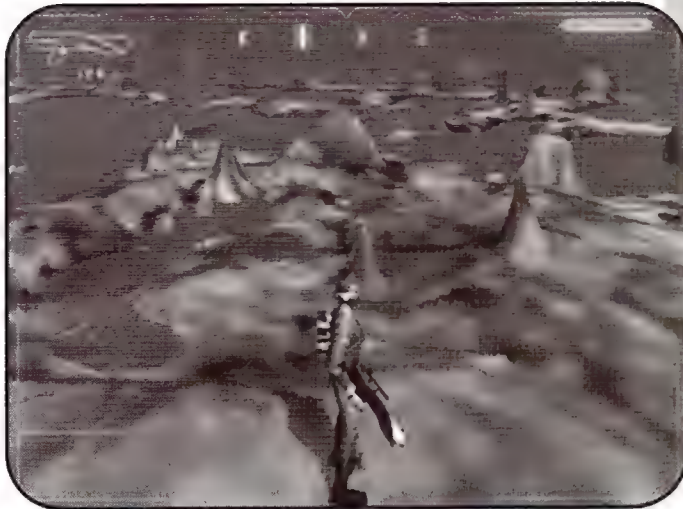
UPGRADES: Increase the length of time enemies remain unconscious.

IDEAL SITUATION: This is Cutter's only long-range weapon. It's perfect for sneaking into enemy territory.

Aside from its nonlethal effects, the biggest difference between the Dart Gun and Cutter's other weapons lies in its high-powered scope, which enables Cutter to take out distant enemies with pinpoint accuracy.

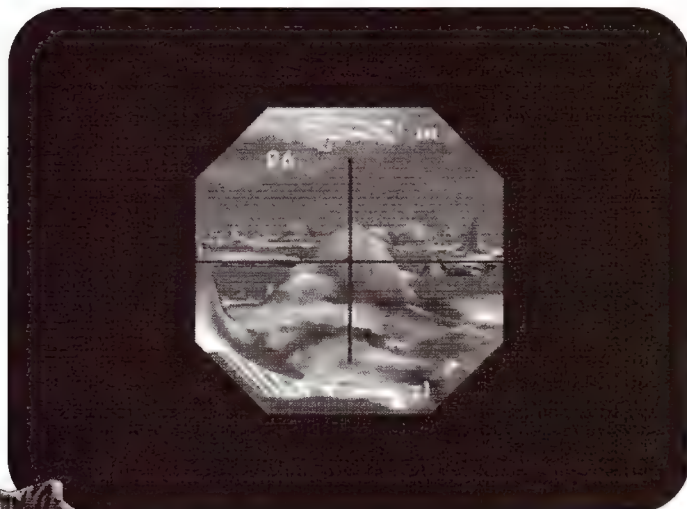
This weapon is outstanding for when you must get past an enemy who's monitoring your direction of approach. From far enough away to remain undetected, line up a shot and knock the enemy out with a single hit. Your foe will fall quietly without raising an alarm and stay out for at least a minute (on the lowest upgrade level). Then you can step past the unconscious form and go about your business. Or, if you're truly ruthless, select another weapon and kill the sleeping adversary.

When other soldiers notice their unconscious comrade, they'll be on the lookout for you.



The Dart Gun will drop most enemies in one shot, but they'll wake up after a few minutes.

The SLNT-B is a one-shot weapon; if your dart hits its mark, the enemy will fall. This makes it a good choice when you've got the drop on a powerful enemy, such as a black-garbed soldier: knock him out with a dart; then, if necessary, switch to your HK-PI2 and do away with the defenseless adversary without fear of retaliation.



The sniperscope makes the SLNT-B an excellent weapon for taking enemies out from a distance.



CAUTION Unfortunately, you can't disarm unconscious soldiers, so they'll still be dangerous when they awaken. It may seem evil, but if you expect to have to double back past a soldier you've rendered unconscious, you should kill him.

HAWK-MK8



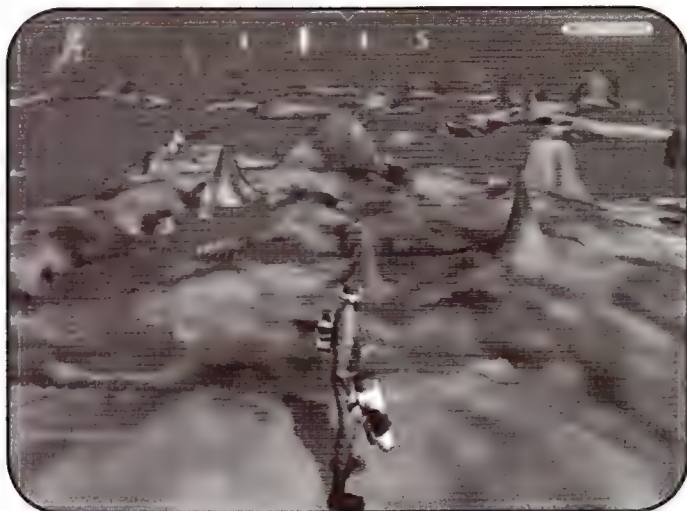
DESCRIPTION: Fires deadly charges for one-shot kills.

UPGRADES: Increase rate of fire and bullet speed; also increase the amount of ammunition used.

IDEAL SITUATION: When facing powerful enemies

This weapon is nicknamed the "Perforator Gun" because it can cut enemies in half. Those unfortunate enough to be hit by a charge don't live to endure another.

The HAWK-MK8 doesn't fire immediately. Even after you've leveled it at an enemy, you must hold down the Primary Action button for a few seconds to allow it to charge. When it's charged, a green glow will emanate from the barrel and you may release the Primary Action button to fire. Continue clicking the Primary Action button to fire rounds in rapid succession, but if you let the Perforator rest for a moment, you must charge it again before you can resume firing.



This massive gun can fell most enemies with a single shot.

That charging time, and the slow speed at which the charges travel, make this gun less than ideal for most situations. Enemies have plenty of time to move and fire while you wait for the HAWK-MK8 to charge, and even after you fire they can dodge the slow projectiles. Upgrading the weapon reduces these inconveniences, but each level requires an additional charge to fire one round. Ammunition for this weapon isn't plentiful, either.



CAUTION Keep moving while you wait for the HAWK-MK8 to charge. You don't have to plant yourself to aim; in fact, chances are your target will have moved before you get a chance to fire. If you stand motionless waiting for your weapon to get ready, you'll make Cutter a sitting duck.



You must wait for the Perforator Gun to charge before you can fire it.

The HAWK-MK8 is a powerful weapon, instantly slaying most enemies, so use it against your more powerful adversaries. Deadly black-clad soldiers and hostile beasts are primary targets for the HAWK-MK8. When a lot of enemies attack at once you'll want a faster-firing weapon, such as the UZA-SH.

TIP You can keep the HAWK-MK8 charged for as long as you hold down the Primary Action button, without penalty, so you needn't fire the moment it's ready.



LN-DUO 500



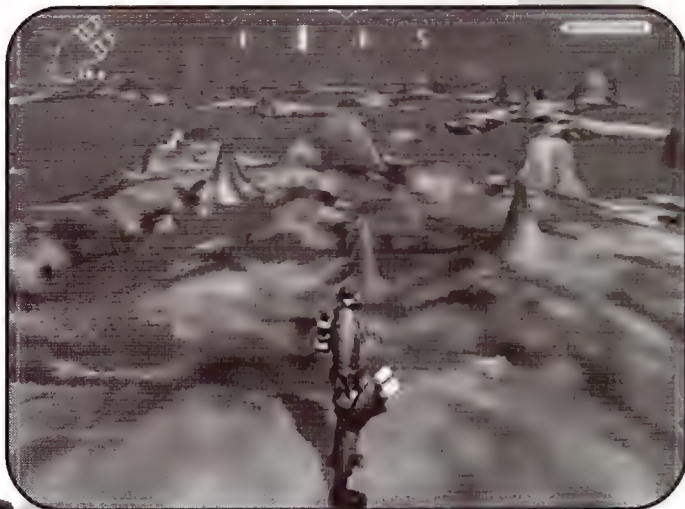
EFFECT: Lobs explosive projectiles in a high arc

UPGRADES: Level 0 projectiles land and employ proximity sensors, exploding only when something moves near them. Level 1 projectiles are grenades that explode after a few seconds. Level 2 projectiles explode on impact.

IDEAL SITUATION: When you face groups of enemies

The LN-DUO 500, or "Boomer Gun," is a devastating short-range weapon that fires explosive shells. The blast affects everything around it in a wide radius, killing victims near the point of impact, knocking more distant victims off their feet, and showering the entire area with shrapnel.

Like the Perforator Gun, this weapon takes a moment to charge before you can fire it. Unlike that gun, though, you don't have to score a direct hit to inflict a world of hurt on an enemy.



The Boomer gets its name from the sound its shells make when they explode.

TIP The LN-DUO 500 fires its projectiles in a high arc that can be hard to get used to. Before you take it into combat, take some time away from any civilians and fire a few rounds to get used to the way they travel. Ammunition for this weapon is hard to get, so do this where you can readily access the services of a Recreator.



Every level of upgrade is useful. At the lowest level, the Boomer Gun's projectiles land without bouncing and wait to sense motion before they explode. This makes them excellent for blocking a path to prevent enemies from reaching you, or for covering places where you expect enemies to pass. The soldiers never notice the little deathtraps.

At Level 1, the Boomer lobbs grenades that go off a few seconds after impact. Use this level when enemies are making a run toward you. The Boomer's Level 2 upgrade is the most destructive weapon in Cutter's arsenal: its explosives go off on impact. Use it to bring throngs of enemies to their knees, and then finish off the stunned survivors with the UZA-HS.

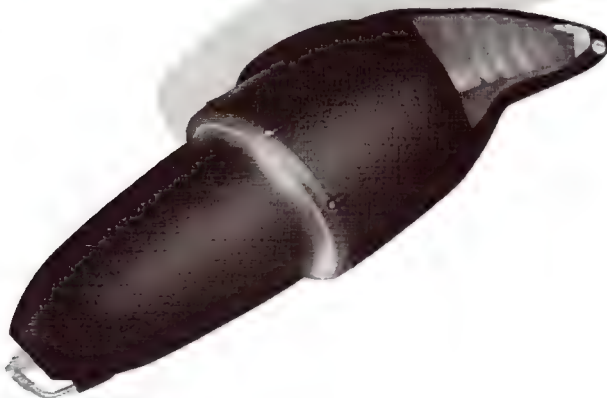
Be very careful not to use the LN-DUO 500 near civilians or friendly creatures, such as your Twon-Ha. Its blast radius is huge and doesn't differentiate friend from foe.

CAUTION This is not a weapon to use when charging a group of enemies. Its projectiles' long, slow arc affords you all too much time to enter its blast radius before it goes off, especially in the case of Level 1 grenades.



Use the Boomer to clear out large groups of soldiers in a hurry.

FT-47

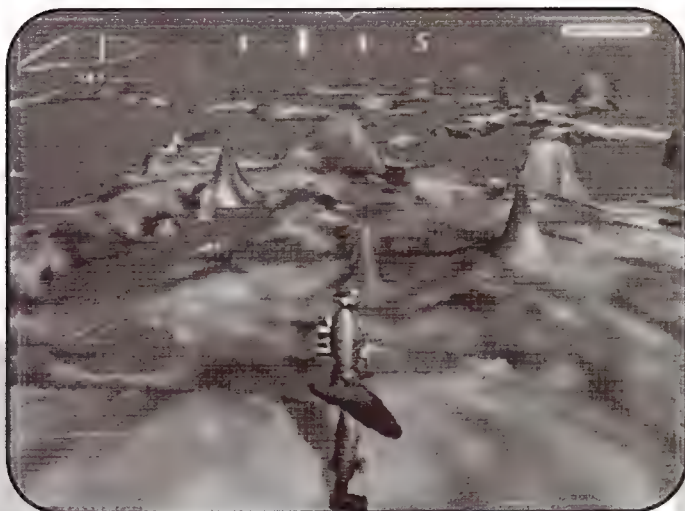


DESCRIPTION: Flame thrower

UPGRADES: (see following description)

IDEAL SITUATION: Used with care, in close quarters, against multiple enemies

The FT-47 Fire Gun is ruthless and deadly. It's basically a flamethrower, and should be treated as such. Its range is limited, so enemies must be nearby for Cutter to flame them. Never use it at point-blank range, however, or in cramped quarters; Cutter will be harmed or killed if you try.

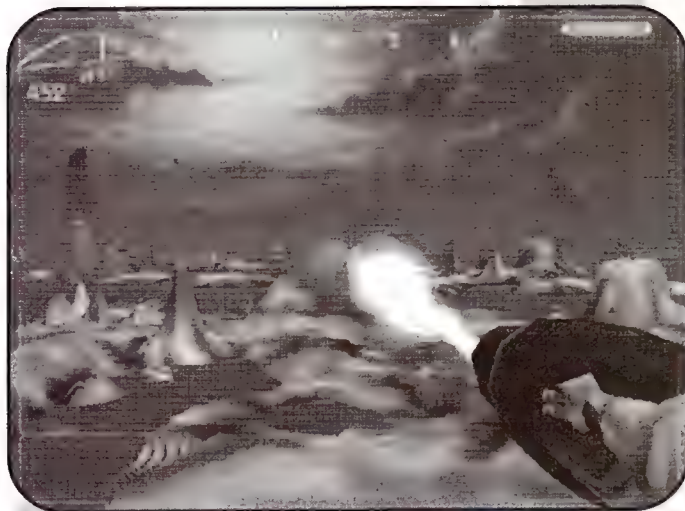


Although it's damaged when Cutter finds it, the FT-47 is still his most effective weapon.

The Fire Gun is damaged when Cutter first discovers it, but it will work; it's just not as useful as it could be. Two parts are missing: one would allow Cutter to delay the time between startup and firing, and the other to adjust the spray and range of the flames.

This devastating weapon can mow through scores of enemies at close range.

Cutter can wade into a group of soldiers and roast them all in seconds. Just remember to back away from burning enemies so they don't harm Cutter.



You must get in close to use it, but nothing kills enemies faster than the Fire Gun.

AMMUNITION

All the weaponry in the world is useless without ammunition. Cutter starts the game with only his HK-PI2 and a measly 10 rounds of ammo.

There are two ways to acquire ammunition in the game—find it, or have it made.

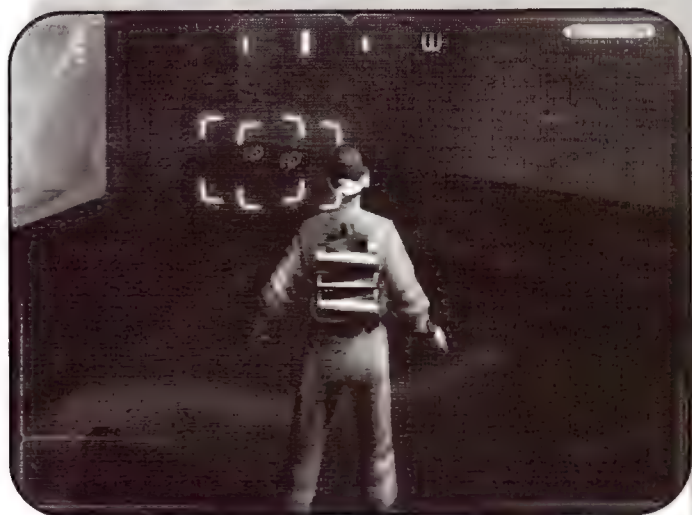
Where to Find Ammo (and Other Terran Items)

Ammunition, like Adelphan materials, lies scattered around the landscape. However, you can be a bit methodical in your quest for ammunition, as well as the other gadgets Cutter originally brought with him.

DWELLINGS

When the Ulukai (Cutter) entered the Talan world with a graceless bang, his possessions scattered around him. When the Guardians found him, they collected his things and passed them around the various regions as sacred objects. The Talan consider it honorable to have such objects in their homes, and thus they display them as holy relics.

Look in houses, temples, and other indoor places where Talan live and gather. You'll often find ammunition and gadgetry in corners or on tables for all to see. Because Cutter is the Ulukai who brought these items into the world, the Talan won't object when he takes them; they may even be flattered.



Check huts and houses for ammunition and other Earth gadgetry.

UNDERWATER

Many objects, often valuable ones, have settled at the bottoms of Adelphan lakes and streams. Make it a point to explore them thoroughly whenever there's an opportunity. Often you'll find rich caches of ammunition, gadgets, and Adelphan materials. Stock up on everything you find.



Adelpha's bodies of water are filled with Cutter's gear. Swim deep to find the most useful items.

You don't always have to go diving to find goods underwater. In the region of Shamazaar, a Talan will repay a kindness by clueing you in on how to find useful items. The shallow waters of the Riss fields are too murky to see through, so soldiers often cache Terran objects wherever they please, marking

the area with sticks so they can find them again. Anytime you're around shallow water, watch for sticks poking up through the surface. Walk over those areas and Cutter will pick up whatever lies below.

ENEMY AREAS

Fae Rhan's soldiers are present in every region of the planet. Most regions have both strongholds and smaller outposts. Wherever you see stationary soldiers, you'll find collections of Cutter's gear.



Whenever Cutter clears an area of Fae Rhan's guards, search it thoroughly for his possessions.

Attacking the small numbers of soldiers at outposts is a good way to hone your skills and collect some booty, to boot. Don't take strongholds—buildings, temples, palaces, and such—as lightly, however. Usually they house large numbers of soldiers. On the other hand, they also often contain the most plentiful caches of Terran equipment.

Payment for Services Rendered

Although completing certain Outcast quests is necessary to finish the game, undertaking others is purely optional. This is a nonlinear game with many paths to success.



The optional quests have their rewards, though. In most cases, any favor you do a Talan is repaid. Your reward may consist of money, Talan materials, Terran gadgets, or a combination thereof.

The Recreators

Each Adelphan region has a Talan who specializes in building things. Thanks to their wondrous spiritual essence, these gifted Talan, or “Recreators,” can fabricate items after studying them for only a few moments.



The Recreators are enthusiastic about helping Cutter with his quests. If he provides the materials, they’ll gladly create ammo for him.

The Recreators are happy to help Cutter by performing their services for free, but while they won’t charge money, they will require him to bring them the materials they need to build what he asks. All such substances occur naturally on Adelpha.

The following table lists the materials it takes to create each type of ammunition.

Materials Needed by Recreators to Create Ammunition

Weapon	Materials Needed
HK-PI2	1 Green Helidium, 1 Metal
UZA-SHI	1 Shell, 1 Green Helidium, 1 Metal
SLNT-B	3 Rammu, 2 Green Helidium, 1 Mool
HAWK-MK8	3 Green Helidium, 2 Red Helidium
LN-DUY 500	2 Red Helidium, 2 Fae Fruit
FT74	4 Red Helidium, 4 Green Helidium

TIP Stock up on ammo by having the Recreators build it for you every chance you get. First, pick up and collect *everything*. To find the Recreator in each region, ask around when Cutter first arrives. Interact with a Talan and select “Locate,” then “Recreator.” Once you’ve found his place of business, note where it is.

You'll find metal, green Helidium, red Helidium and Rammu (the small green plants the Advisor calls "foreign vegetation") all over the place. Both forms of Helidium—and the plants—grow from the ground. Metal is plentiful, too.

Shells are available in nearly any body of water. Just swim to the bottom and look around.



Metal, Rammu, and red and green Helidium (shown) are readily available throughout Adelpha.



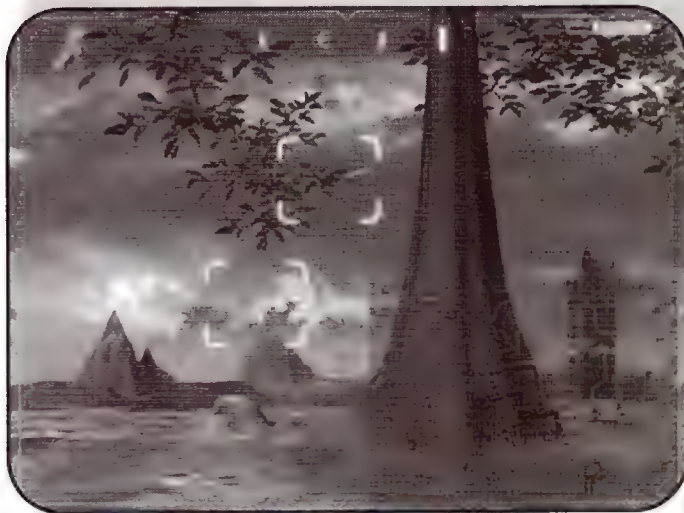
Shells are easy to come by in the watery areas common on Adelpha.

Mool is a slightly harder substance to come by. You must kill a Krakit to get it. Krakits are little, spidery animals that usually travel in packs of three. They're not very dangerous, and Cutter can dispense with them easily. After they die, pick up Mool from near their corpses.

Fae fruit is the hardest substance to find. A fruit that falls from red-leafed Fae trees, it explodes when it hits the ground, spraying nasty shards. You must stand near a Fae tree, watch for the fruit to fall, and then run and catch it before it hits the ground.



Kill a Krakit and it will drop its Mool.



Getting Cutter's hands on Fae fruit is a challenge. The fruit drops frequently from Fae trees, but unless Cutter catches it, it hits the ground and explodes.

When Cutter asks a Recreator to make ammunition for him, the Recreator will ask how much he needs. Cutter can ask for up to six units/clips/charges of a given ammo type. Try always to keep enough material in Cutter's backpack to request the maximum!

It takes a few minutes for the Recreator to make the ammo. Continue with your quest, but check in with the Recreator whenever it's convenient. Collect what you requested, check your ammo supply to see which type you could use, and then have the Recreator start on it. Try to keep each Recreator working on ammunition at all times.

TIP If you forget where to find a particular region's Recreator, get as close as you can, and then stop and listen. Recreators' hammers make a distinctive *clank* as the Recreators go about their tasks. Follow the sound to the Recreator's workshop. This works really well if your computer's sound card supports 3-D sound, and it's enabled in the options menu.

GADGETS

Cutter's gear doesn't consist of only weapons. He came to Adelpha equipped for any foreseeable situation. His gear includes high-tech gadgets designed to shift the odds in his favor in enemy confrontations.

BINOCULARS

Cutter receives his field glasses early in the game. Because they can zoom close and detect objects and entities through walls and hills, they afford you an outstanding tactical advantage.



The binoculars are great for spying on enemy encampments or spotting someone from afar.

An invaluable asset, the binoculars can help you pinpoint objects and creatures you're looking for at great distances. Their X-ray capability is perfect for determining opposing forces' strength before entering a stronghold.



The binoculars' most useful feature is the capability to see beings and items through walls and behind hills.

Enemies unaware of your presence often will let their guard down. Spend some time observing Fae Rhan's forces through the walls or hills before you enter an area full of them. Wait for some of them to sit down and relax, or to wander off. Attack when they're at their weakest.

TIP The X-ray specs help you do more than just spy on enemy soldiers. If you lose your trusty Twon-Ha, use the binoculars' X-ray feature to look for it through buildings and hills.

OXYGEN TANK

Cutter can hold his breath for only so long, so if you find yourself underwater for an extended period, check to see if you've collected an oxygen tank.



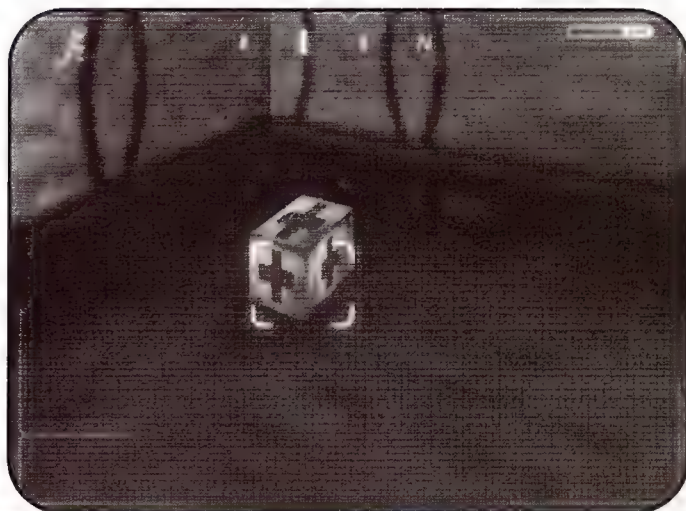
Sometimes Cutter must perform tasks underwater. When he does, use an oxygen tank to extend the time he can remain under.

These items are especially helpful when Cutter must cross a waterway with enemy soldiers on the other side. Keep him suspended underwater for a long time, using the HUD map to observe their movements, and then emerge when the coast is clear.

MEDIKIT

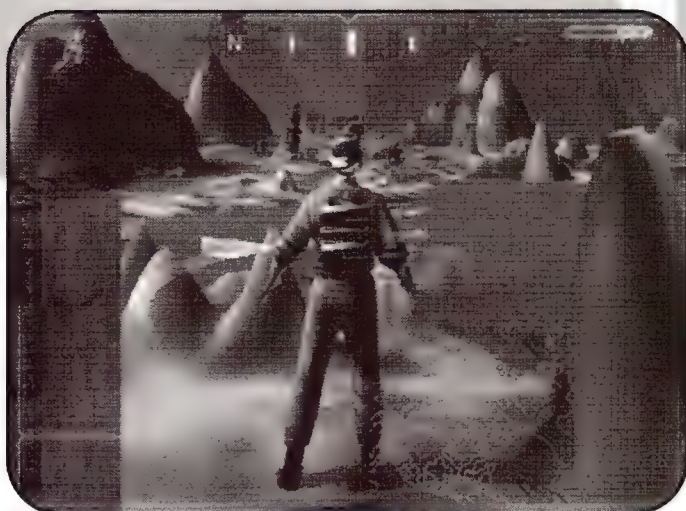
Cutter must rely largely on first aid kits to restore his health. You can't take a Shamaz into the field with you, so stock up on health kits whenever you find them.

TIP Learn the hotkey **[F3]** for the medikit *right now*. Cutter doesn't have to do anything to activate a medikit, so there's no danger involved in invoking one in the midst of combat! If his health drops to half or less, and he's in danger, consider using one. If you see red in the health bar, press the hotkey like a panic button!



The valuable medikits can save Cutter's neck in tense situations.

PROXI-130HF (TRACKING DEVICE)



The PROXI-130HF keeps tabs on Cutter's closest enemy.

Enemy soldiers love to try to flank their adversaries. While one soldier draws your fire—and attention—another will try to sneak around to your blind side to attack.

The PROXI-130HF tracking device makes it a lot tougher for them to pull this off. The item keeps tabs on Cutter's enemies, pointing

toward the nearest one. The tracker will alert you to sneaky Talan soldiers even better than the HUD map.

Trackers are most useful when Cutter must make his way through an enemy stronghold. Depending on a structure's layout, there may be stairways, doorways, overhanging walkways, and all kinds of nooks and crannies from which soldiers can get the drop on Cutter. The tracker is perfect for such situations.

C4-PE (DYNAMITE)



Explosives have all kinds of uses, and Cutter always should have some handy.

Cutter must use the versatile and valuable C4-PE explosives to complete many of his quests. Keep your eyes open for it and pick it up whenever you find it.

If you don't have a CLAPR-T or a THNDR-STP33, you can detonate dynamite only by shooting it. Make sure Cutter is far away before you fire: these explosives have a wide blast radius!



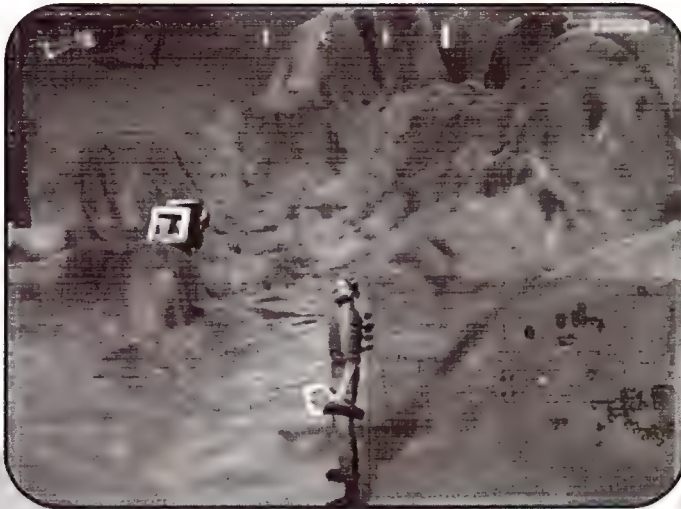
Steer clear of the blast radius when setting off an explosive device.

Learn the hotkey ([F5]) for selecting dynamite, but don't use it frivolously. You'll need it in certain situations—to damage a Fae resource, clear debris from an avalanche, or perform some other destructive task. It's better to have some already than to have to hunt for it, so try not to let your supply dwindle to fewer than five explosives.

TIP Just because you must shoot it to detonate it, dynamite alone isn't entirely useless as a weapon. Often Cutter can sneak close to a gaggle of enemies and place an explosive, and then sneak away to shoot it. If you time it right, you can take out a good number of bad guys by firing a single shot!



CLAPR-T (DETONATOR)



The CLAPR-T is helpful for detonating explosives without shooting at them.

This convenient detonator is far more effective for setting off dynamite than shooting. To use it, place your dynamite, step away, and activate the detonator. The first time you activate it, the Advisor will highlight the dynamite you're setting off; hit it again quickly to trigger the explosive. If you wait too long before activating the detonator a second time, the process resets.

As you move about, watch for areas enemies tend to frequent. If you get a chance, place explosives there. If you get into an altercation in one of these areas later, you can end it quickly by setting off the dynamite. Just take care not to include civilians in the blast!

THNDR-STP33 (TRIPWIRE)



The Advisor pronounces THNDR-STP "thunder-step": these proximity devices set off explosives when anyone comes near.

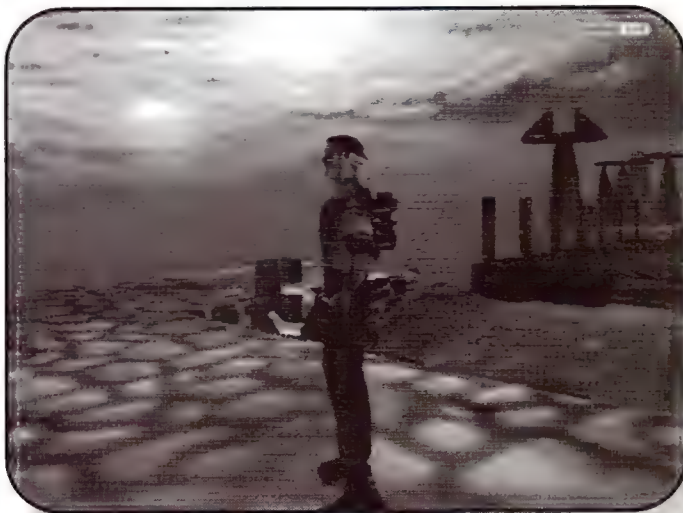
The ultimate trap, this device employs a motion detector to watch for passers-by. When it senses a presence, it sets off any explosives in range. Ideal situations abound for using these devices. Exploit them if you learn an enemy patrol route, or when you make your way into a soldier-infested area and must make sure you're not followed. If

you're hunting dangerous animals and would prefer to set a trap, the THNDR-STP33 is the weapon to use.

When you lay a tripwire, it will glow for a few moments and then start flashing, indicating it's armed. It goes without saying that the device is indiscriminate. It will activate any nearby dynamite, no matter who or what passes nearby—enemy soldier, friendly Talan, an animal, or *you*.

Given the THNDR-STP33's generous range of several meters, you can lay explosives over a wide area to lay waste to large patrols of enemies.

UBIK-OA (HOLOGRAM DEVICE)



Use the hologram device to create a false Cutter and draw enemy fire away from the real one.

This decoy device creates a hologram of Cutter that runs toward enemy soldiers to draw their fire. It allows you to move into a position with a good line of fire and blast away even as the soldiers open fire on the holographic dupe.

The hologram is maintained for several seconds, and then it vanishes, so be prepared.

The soldiers will endure a moment of confusion, but once they spot the real Cutter, they'll attack.

TIP You also can use the Ubik-OA to distract soldiers so Cutter can sneak into guarded areas, escape hopeless battles, or perform any action that's better done while the enemy is preoccupied.



PPS (PHASE PROTON SHIFTER, OR INVISIBILITY DEVICE)



The ability to vanish from sight is invaluable, so grab PPS devices whenever you can.

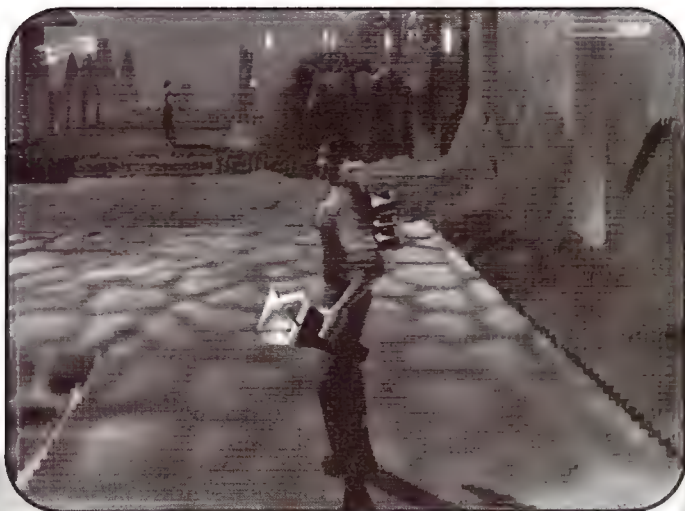
This device is strictly for stealth. When Cutter employs the PPS, he vanishes from sight. As long as it's active, he's undetectable. He can still use other objects, but he can't use weapons or pick anything up.

This device comes in handy in scores of situations, and you may be tempted to use it whenever you're confronted with enemy soldiers.

Try to save one, though, for when Cutter's health is low and he's out of medikits and health plants. That way, if he gets into a hopeless situation with enemy troops, he can vanish and head for safety.



F-LINK (TELEPORTER)



Teleporters transport Cutter instantly to particular places within a region.

The first time you use an F-Link, Cutter lays down an arrival platform. The HUD map marks its location there with yellow horizontal lines. When you use it again, Cutter will teleport to the arrival platform from anywhere within the same region. Both parts of the device are then returned to the backpack automatically.

When you find one, use it. If you find yourself continually returning to one area, an F-Link can speed your travel time. If you speak to a Talan who sends you on a quest, lay the arrival platform near him; after you finish your task, teleport back. If you know you're heading into a fierce confrontation with enemy Talan, drop the arrival platform near a Shamaz. If Cutter gets in trouble, teleport out and have the Shamaz heal him. Be creative—this could be the most useful Earth device Cutter brought.



ADELPHAN ITEMS

In addition to the Adelphan materials the Recreators need for making ammunition, there are other useful alien items Cutter can acquire.

THE WORLD MAP



The World Map is crude, but it shows all the regions of Adelpha.

This crudely scrawled map simply shows you the six regions of Adelpha, but it doesn't tell you how you can move between them. Each region has one or more Daoka—a portal to another region. When you find one, look at the symbol scrawled atop its arch. Locate that symbol on the World Map to figure out which region the Daoka leads to.

• Ranzaar's only Daoka is a one-way portal to Shamazaar.

- *Shamazaar's three Daokas lead to Okasankaar, Talanzaar, and Motazaar.*
- *Okasankaar's three Daokas lead to Shamazaar, Talanzaar, and Okaar.*
- *Talanzaar's three Daokas connect it with Okasankaar, Shamazaar and Motazaar.*
- *Motazaar's two Daokas lead to Talanzaar and Shamazaar.*
- *Okaar's only Daoka leads to Okasankaar—the only region with access to Okaar, where the damaged probe lies.*

MONEY (ZORKINS)



Cutter needs cash to purchase all kinds of things in Adelpha.

You'll find cash underwater and on the corpses of slain soldiers (or on the ground where their corpses were before they vanished). The backpack screen shows how many Zorkins (Talan currency) Cutter carries.

You'll need cash for a variety of purposes. The central city of Okriana, in the Talanzaar region, is full of traders and merchants selling everything from animal meat to

"sacred objects" (Cutter's own gear!). Cash will buy you a Twon-Ha, weapons, weapon upgrades—anything for sale in Adelpha.

HEALING PLANTS



These stringy plants don't look edible, but eating one extends Cutter's life.

When the Advisor announces it has detected "foreign vegetation with high levels of adrenaline," pay attention. These edible plants can restore Cutter's health. You can activate one through the Inventory menu, but it's faster to use the hotkey ([F9]).

GUI



**They smell bad to Cutter,
but Guis keep Twon-Ha in control.**

The Gui is a smelly rag soaked in the sweat of a mother Twon-Ha and rolled into a convenient package. It ensures the loyalty of a Twon-Ha by making it think the holder of the Gui is its mother.

When Cutter buys or otherwise acquires a Twon-Ha, he'll receive a Gui. As long as he holds it in his hand, the Twon-Ha it was made for will follow him.

KEYS



**Cutter will find keys to all kinds of things,
from enemy storage sheds to prison cells.**

You'll confront numerous locked doors in Outcast. Some seal off rooms full of valuable gadgets and ammunition. Others prevent access to mission-critical items.

As he moves through Adelpha's regions, often Cutter will often stumble on keys to various doors. Sometimes soldiers will carry them, and Cutter must kill these enemies to get them. Other keys lie hidden on rooftops,

in nooks, and in other secluded areas. Cutter's Advisor will locate and alert him to nearby keys.

Task-Specific Objects

The vast majority of Outcast's quests involve discovering, delivering, or otherwise manipulating objects. For example, to complete the game you must find the five Mons the Talan believe can free them from Fae Rhan. Another quest requires that Cutter get a stone tablet for a Shamaz, and another involves finding the Essence Stone.

Most of these objects have no use beyond helping Cutter complete a quest. Once he delivers them, they cease to have any bearing on the game. Although you always may refuse to hand over an object to the Talan who requested it, usually there's no advantage to keeping an item.

LIFE FORMS

5

The world of Adelpha lies in a dimension parallel to Earth's. It's full of animal and vegetable life unlike anything humankind has ever encountered. From the long, gangly Talan and their astonishing, two legged Twon-Ha to the wild Gamors and projectile-shooting Gwarat, Cutter must interact with these creatures in a variety of ways.

The Talan are intelligent, and can help Cutter in his quest to repair the probe. But they also rely on him to liberate them from the tyrannical Fae Rhan. He'll have to interact with the friendly Talan in his efforts to solve both problems, and use his weapons to battle the oppressors.



Cutter spends a great deal of his time talking to, and otherwise interacting with, the Talan.

Other Adelphan life exists in both helpful and hostile forms. The wild creatures populating some regions attack anyone who comes near. The Talan's domesticated helpers include the burden-hauling Twon-Ha and the powerful, winged Ventilopes.

The sections that follow detail Adelpha's various life forms, starting with its most recent arrivals—Cutter and his companions.

CUTTER'S COMPANIONS

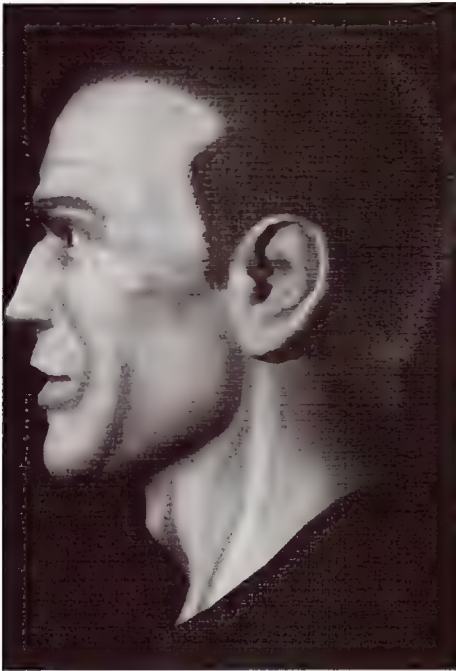
Four humans made the trip from Earth to Adelpha. Three were scientists, charged with repairing the probe and, to some extent, studying the inhabitants of the alien world. The fourth was assigned to protecting these scientists as they worked.

This final member of the party, the protector, is Cutter Slade. When he awakens in a strange room with an alien creature, he has no idea where his companions are, and he realizes that repairing the probe may be up to him alone.

Outcast's documentation includes biographies for the four members of the repair team. If you haven't read them yet, do so. A working knowledge of their backgrounds and personalities will prove immensely helpful. All play major roles in the drama at the root of *Outcast*. The following brief profiles cover only the essentials of each human character.

CUTTER

Cutter is—or was—a Navy Seal. Although he's been away from that elite branch of the U.S. Navy for some time, he's still in terrific shape and carries with him the knowledge and discipline of a well-trained killing machine. He's currently in charge of a top-secret special-ops team called PROWLERS.



This is the face you'll use to interact with the Talan and the rest of the game's creatures. Wear it well.

Beneath it all, Cutter is a man of honor. He protects the weak, shows courtesy to strangers, and doesn't exploit others. He has a very strong sense of duty. Because his entire home world is at stake, repairing the probe is his top priority. He agrees to help the Talan only because they won't help him find the probe otherwise. Later, as he learns of the plight of this peaceful, oppressed species, he takes a greater interest.

As you play the role of Cutter, remember that the part is written for that personality type. Completing this mission hinges on the responses you choose when Cutter interacts with Talan friendlies. Your freedom to interact with them is limited to what Cutter himself is willing to do.

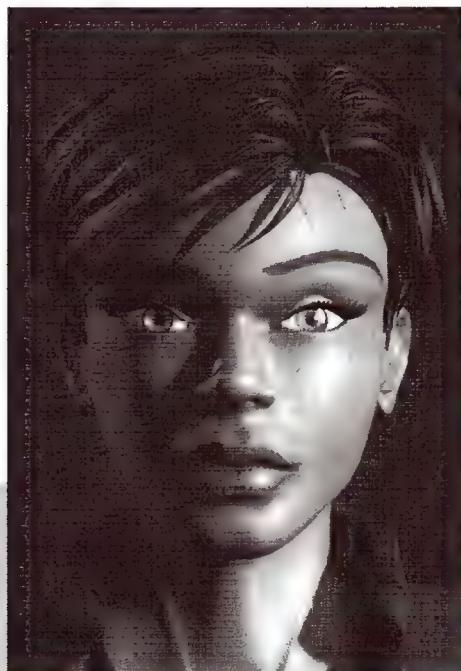


Cutter quickly develops a soft spot for Zokryn, the Guardian leader.

Cutter won't ignore the Talans' plight to search for the probe; in fact, you can't complete the without addressing this issue. His sense of honor also prevents him from wheeling and dealing with the Talan. He will never act violently toward friendly Talan. If you make him, you'll damage Cutter's reputation and the Talan will refuse to help him in his quest.

To succeed at *Outcast*, you'll play Cutter as the character the biography describes—honorable and helpful to allies, merciless to enemies.

MARION WOLFE



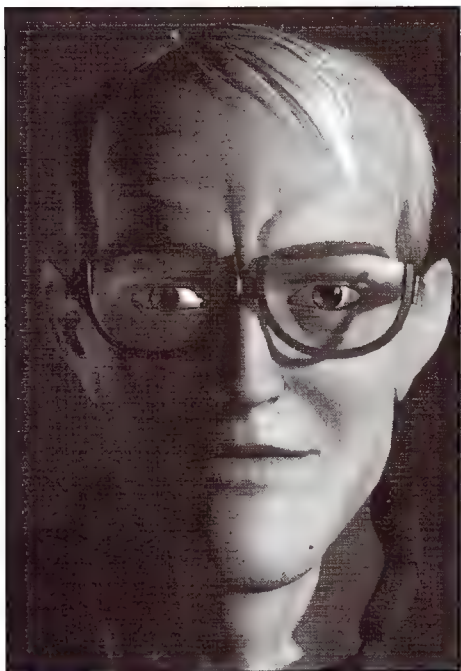
Cutter's flighty companion, Marion Wolfe won't always make life easy for him.

Marion is far from trustworthy, but her heart's in the right place. Her sense of duty is almost as strong as Cutter's, but she lacks discipline and can be impulsive and unpredictable.

Cutter takes his job of protecting her very seriously, but she won't always cooperate. Once he finds her, he'll want her to stay safe in the Guardian camp in Ranzaar, but lying low at the expense of a good adventure isn't a course of action she'll take kindly to.

Even as he searches for the Mons and the probe, Cutter often will have to set these goals aside to rescue Marion Wolfe. Her escapades are scripted; there's nothing you can do to prevent her from getting into trouble.

WILLIAM KAUFFMAN

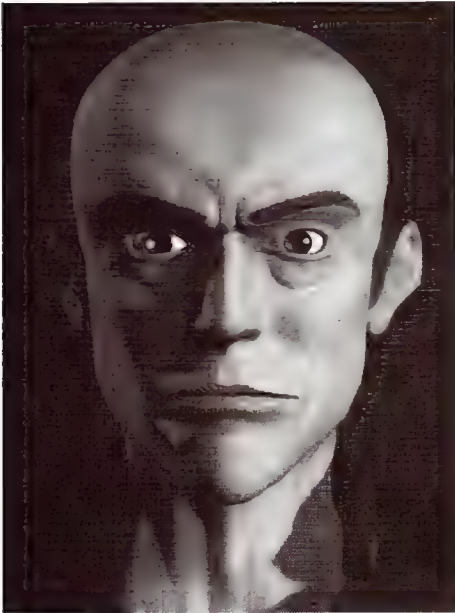


William Kauffman discovered the existence of parallel worlds such as Adelpha.

Put simply, Professor Kauffman is the reason Cutter's on Adelpha in the first place. He discovered the existence of parallel universes, and, together with Anthony Xue, developed a way to travel between them.

Although they worked together to achieve the greatest scientific feat since the theory of relativity was developed, the Xue and Kauffman resent each other. Kauffman doesn't care for Xue's erratic nature, or his dark reputation in the scientific community. Xue, meanwhile, is deeply jealous of the power and recognition Kauffman maintains among other scientists.

ANTHONY XUE



Professor Kauffman's bitter peer, Xue has longed for recognition his entire life.

Xue's genius was stifled throughout his childhood, and even when he has a chance to demonstrate it (as a lowly research assistant at prestigious MIT), he's shunned. After he becomes the scapegoat for an experiment that goes tragically wrong, his only hope of working in the scientific community is to do top-secret duty for the U.S. military.

Xue, who always has yearned for recognition and respect, resents this. He also resents playing second fiddle to Kauffman when the U.S. pairs the two scientists to explore parallel universes. It was Xue who developed the method of travel among them.

Thanks to a lifetime of notoriety and stifled ambitions, Xue is a bitter and resentful man. Bear that in mind: he plays a major role.

THE TALAN



The fictional Talan are so thoroughly developed, it's hard to believe they don't really exist.

After you've played *Outcast* and interacted with the Talan for a bit, step out of the game world for a moment and think about it.

The developers of *Outcast* have created a living, breathing world featuring a thoroughly believable intelligent species; it's as three-dimensional as any real culture on Earth.

Not surprisingly, then, much of the pleasure of playing this game lies in interacting with the Talan. And that's a good thing, because interacting with the Talan is the only way to win. In the pages that follow, we'll take a strategic look at your interactions with friendly Talan and discuss the dangers posed by their oppressors. You'll find detailed information on Talan culture later in the book.



FRIENDLY TALAN



There are five categories of friendly Talan. Each offers different levels of interaction and, sometimes, service.

Cutter can interact with nearly every friendly Talan. Walk up to him and press the Primary Action button when the Context icon changes to a talking head. The menu that appears offers options that vary depending on the Talan you're talking to.



CAUTION

Occasionally, Cutter must battle soldiers near friendly Talan. Both Cutter's weapons and the soldiers' can hurt or kill Cutter's allies. *If a major character dies, Cutter's quest fails automatically.*

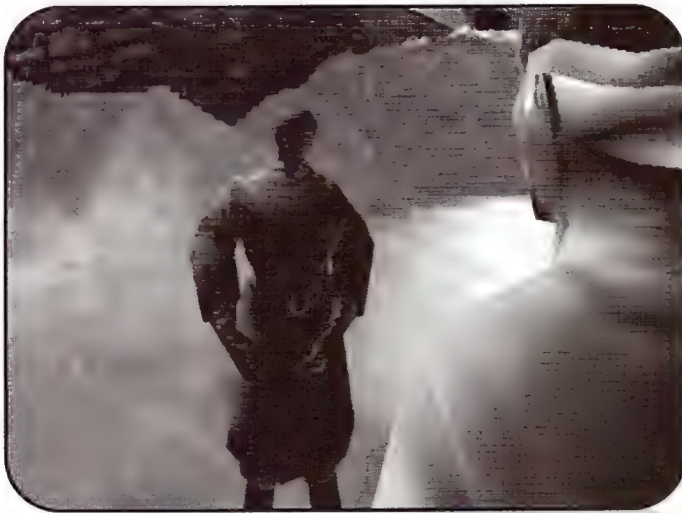
When you *must* do battle near civilians, keep Cutter away from them! Maneuver him to draw the soldiers' fire away from friendly Talan, and never allow innocent—and especially important—characters into the field of fire.

Guardians

These selfless Talan form an underground, revolutionary faction dedicated to ending the tyrannical rule of Fae Rhan. They're based in a small camp in the snowy region of Ranzaar, where Cutter awakens at the beginning of the game.

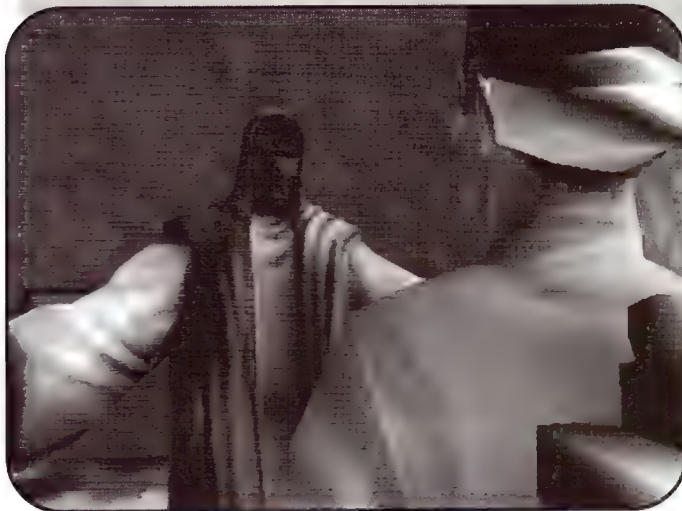
The Guardians have a strong network throughout Adelpha. Therefore, Zokryn, their leader, is able to convince Cutter to aid the Talan. The Guardians and their agents will help Cutter search for the probe, but only if he performs his duties as Ulukai and finds the five Mons.

You won't interact with the Guardians often after Cutter departs Ranzaar, but somehow they are always present. Usually, they're at work in the background, trying to make holes in Fae Rhan's infrastructure. For example, in one sequence, the Guardians conduct a raid on a force-field barrier in the region of Talanzaar. In another part of the game, friendly Talan avoid Cutter for fear Fae Rhan's soldiers will mistake them for Guardians and capture or kill them.



The Guardian Jan, son of Zokryn, plays a prominent role.

Shamaz



Talan spiritual leaders, the Shamaz are supposed to know the locations of their regions' Mons.

These are the most powerful of the friendly Talan, but their strength lies in their status as spiritual leaders.

Each region has at least one Shamaz. Cutter must seek to learn a Mon's whereabouts. The Shamaz don't always know however, and even when they do, it doesn't make getting the Mon easy.

The Shamaz also can heal others. Whenever Cutter asks, a Shamaz will bring him to full health. *Always* ask any Shamaz present to heal Cutter when he has even the slightest injury!

When you enter a region for the first time, contact a Talan and ask where you can find Shamaz (use the Locate Talan option in the dialog menu). Then find the Shamaz and talk to him.

You always can ask the Shamaz to heal Cutter, but don't forget to ask about the Mon and about Cutter's reputation. After asking about the Mon, and depending on the Shamaz' response, other subject options usually will be available in the subsequent dialog menu. For example, if the Shamaz says a certain Talan in the region knows where the Mon is, you can ask about that Talan.

Remember where you found the Shamaz; you'll be back often as you complete the quests within a region.



The Shamaz are happy to bring Cutter to full health at his request.

Regional Leaders and Resource Controllers

Each region in Adelpha is the hub for some resource helpful to Fae Rhan's military. Every region also has a Talan who oversees the production or collection of that resource.

Although you needn't do so to finish the game, Cutter can greatly ease his quest by

convincing these leaders to stop the flow of their resource. Usually this request makes them fearful that Fae Rhan's soldiers will punish them. Before a leader will consider it, Cutter must perform a task or pursue a quest. If he does, and if he kills enough soldiers in the region, he can return and convince the leader to stop the resource flow.

Doing so always has an adverse affect on the soldiers. For example, the primary resource in Shamazaar, the primary resource is Riss, the soldiers' main dietary substance. If Cutter convinces the Riss counters to cease production, the soldiers will weaken, and Cutter can kill them with fewer shots.



Seek each region's leaders to learn how to stem the flow of resources, and thus weaken the soldiers.

Recreators

The Recreators and their ability to make Cutter's "weapon fuel" (ammo) were covered in detail under "Inventory Objects."

Other Characters

Quests that originate with the leaders and Shamaz often will involve other characters Cutter must seek. They may require Cutter to contact still others, and quests can quickly become branching trees of character interactions.

Dozens of minor characters also have needs. If Cutter talks to them, they'll request his services for one thing or another. Their quests, which aren't critical to completing the game, usually aren't as long or involved as the main ones. In return, Cutter may receive valuables, money, discounts on goods or services, and the like.



Cutter must speak to hundreds of characters, both to help them with their tasks and to seek assistance for his own.

When Cutter interacts with a minor character, the first dialog option you'll have is "Greet." After Cutter has greeted the Talan, the dialog tree will open with other options, based on that Talan's role.

Common Talan

Talan who aren't vital to the game—most of the population—all offer the same options. Usually Cutter can ask general questions about the region, adjoining regions, characters, important regional issues, and so on.

Another option available with Talan commoners is one of the game's most valuable features: Locate Talan. Choose this option to get a list of all that region's major and minor characters. Choose a name, and the helpful Talan will tell Cutter how to find that person. If the person is nearby, the Talan will point him out.

This works only with characters Cutter knows about, or who were mentioned in earlier conversations with other characters.



Talan consider it an honor just to speak with the Ulukai. They're always willing to help him with directions or other small favors.

ENEMY TALAN



Cutter must fight scores of enemy soldiers.

Fae Rhan's forces are numerous, and loyal to the death. When you start the game, they have a stranglehold on Adelpha; it's almost impossible to move about unimpeded in any region other than Ranzaar.

Worse, the soldiers are very strong. Unless Cutter takes steps to weaken them by cutting off their resources, they'll only get stronger.

Whether you avoid Fae Rhan's forces or confront them openly, never underestimate their power. Fae Rhan ensures they always have the best Adelpha has to offer in food and other goods. The soldiers are clever and ruthless, and will do whatever it takes to stop Cutter from destroying their way of life.

Soldiers

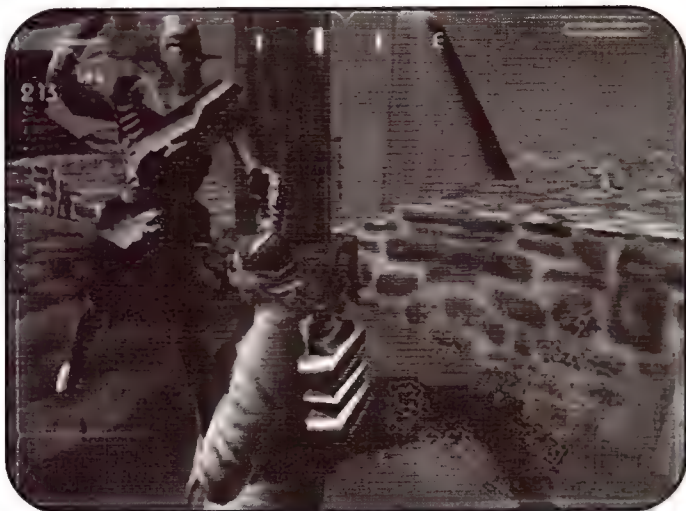
The game's most common enemies, Soldiers occupy every region of Adelpha. They're aware that the Ulukai of prophecy, whose goal is to depose their leader, has arrived. They're on full alert and ready to engage him at any time.

Soldiers hold posts in regional strongholds, patrol in search of Guardians and the Ulukai, escort shipments of supplies, and carry out other tasks. Their movements are largely unpredictable; most of their actions are AI-based rather than scripted, so it's impossible to say just when and where Cutter will encounter them.



FOOT SOLDIERS

Armed with light weapons, the foot soldier is most formidable in large numbers. Cutter shouldn't let a few grunts intimidate him, but it's important not to get flanked. Large numbers of soldiers can be deadly. They'll spread out and try to get behind Cutter, and if they manage to surround him, he's in *big* trouble.



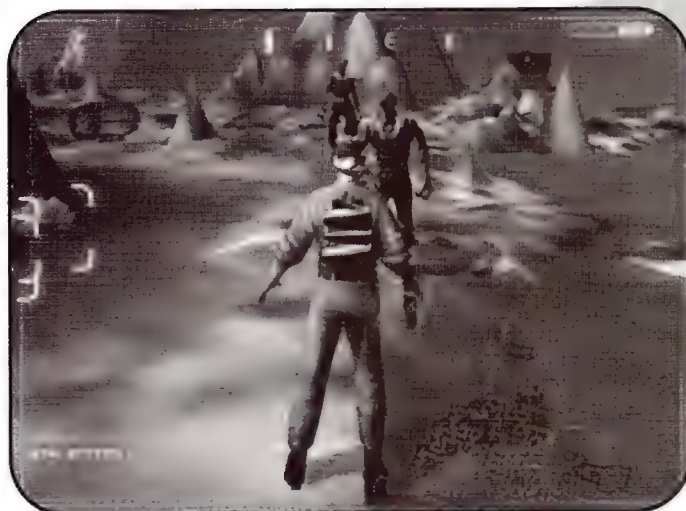
CAPTAINS

Black-garbed and deadly, captain soldiers can take more punishment from Cutter's weapons before they succumb, and their weapons are more powerful than the foot soldiers'. Fortunately, they're far less common. Usually, there's only one captain at each enemy stronghold. Confront these behemoths from a distance, with plenty of room to dodge their onslaughts.



LOOKOUTS

These soldiers stand alone on shielded platforms and watch for Cutter or Guardian opposition. They're usually armed with extremely deadly weapons, but they can't fire over or through their shields; they attack only if Cutter approaches from the unshielded side. They're fragile and can't take more than a couple of shots from Cutter's weakest weapon. Cutter can destroy their shields with one of his more powerful weapons, or strafe around to their exposed side and take them out quickly.



HIGH SOLDIERS

Cutter encounters these elite soldiers only in rare situations requiring Fae Rhan's personal attention. That's a good thing, because they're quick, agile, and armed with powerful weapons. They can take only about as much abuse as the standard soldiers, though, so they do have a weakness. When Cutter must face these menaces, his best bet is to finish them off quickly from as far away as possible. If you let them get close enough to attack from the sides, Cutter won't stand a chance.

Kroax



Kroax is a powerful and ruthless Talan, loyal only to Fae Rhan.

This ruthless Talan is Fae Rhan's lieutenant. He's in charge of the military, and transmits his master's orders.

Before Cutter can free Adelpha from Fae Rhan's rule, he must face Kroax. It won't be easy.

Fae Rhan



Fae Rhan rules from the Palace Fae, in the heart of Okriana. His subjects rarely see him.

Adelpha's notorious tyrant, Fae Rhan, has near-absolute power over the entire planet. He rules via ruthlessness and intimidation, often ordering his troops to make examples of those who oppose him by killing them in front of their peers.

Fae Rhan rules from the Palace Fae in the heart of the city of Okriana, in the Talan-

zaar region. He's particularly sensitive to the Ulukai's arrival on Adelpha, and orders him killed immediately.

OTHER NATIVE LIFE FORMS

Not all Adelphan life is intelligent. Like Earth, the Talan world is populated by lesser beings oblivious to the struggles of the prevailing species.

TWON-HA

Cutter encounters many of these creatures during his quests. The Talan haven't yet entered an industrialized age. The Twon-Ha is the Adelphan equivalent of Earth's horse, and Talan technology is at a level comparable to that of Earth's 17th century—when horses often were considered more valuable than people.



Twon-Ha are vital for helping the Talan with their labors.

The peaceful Twon-Ha perform all kinds of tasks, but most often they're attached to carts to haul loads.

TIP Make it a habit to take out soldiers escorting Twon-Ha-drawn carts. This disrupts the flow of resources and weakens the enemy a bit.



VENTILOPES

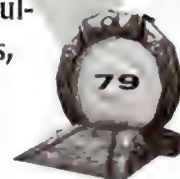


Like Twon-Ha, these massive birds are domesticated beasts of burden.

These vast, winged creatures also can be domesticated. Even stronger than Twon-Ha, Ventilopes can carry multiple riders and heavy loads.

Cutter encounters them first in Shamazaar, where the soldiers breed and train them to dive-bomb enemies with giant boulders. Don't hold this against the Ventilopes,

though; they're only doing what they were trained to do. Later in the game, Cutter has the opportunity to meet a friendly one.





Powerful Ventilopes can carry two riders without strain.

The enemy Ventilope farm lies behind a force-field barrier in the northwest area of Shamazaar. Although the vast birds can fly over the barrier, Cutter can't get through. Once his presence is known in Shamazaar, all he can do to prevent airborne attacks is watch the skies and be ready to dodge when he sees a Ventilope, or hears its shrill cry.

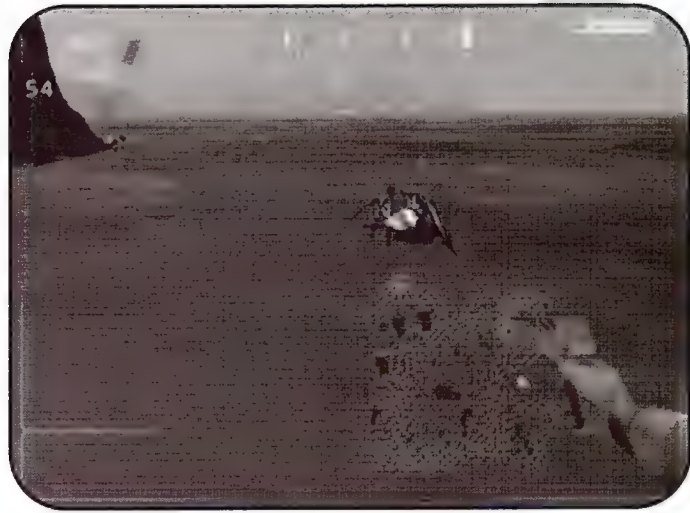
KRAKITS

Krakits stand only about as tall as Cutter's knees, but even that seems enormous: they strongly resemble Earth spiders.

Krakits have a ranged attack and roam in packs of three, but they're not really very dangerous. Cutter can outrun them, and it takes only a few rounds from his sidearm to kill them. He'll actually seek them at times: when they die, they leave behind a substance called Mool, which the Recreators require to make ammunition for Cutter's SLNT-B.

Krakits are found in the wild, and usually keep away from camps and structures. They've been known to turn up in enemy storage rooms, however, so be ready to draw a weapon after Cutter unlocks a door.

When facing these creatures, use the HK-P12 and stand at least a few yards away. They'll usually approach Cutter, so take aim; they don't move very fast. Their movements are relatively slow, but erratic, so they can be difficult targets. Fire three to four rounds at each one. If Cutter kills one right away, the others may try to flee.

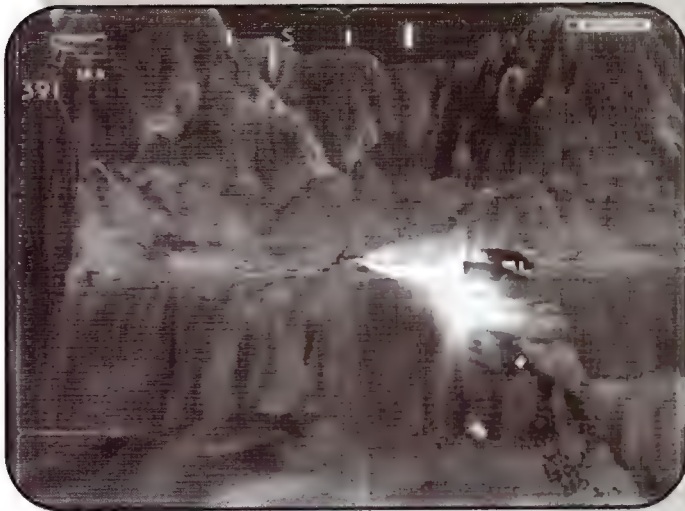


The spidery Krakits are never found alone, but even in groups they're still not very dangerous.

GAMORS



Gamors don't have a ranged attack, but they're fast and agile and can close distances to their prey with alarming speed. It takes a lot of fire from Cutter's weapons to kill them. Thus, they're dangerous foes, especially in large numbers.



Adelphan version of the tiger, the Gamor is a fierce predator.

These wild beasts look like a cross between a tiger and a greyhound. Fierce and predatory, they travel in packs and enthusiastically attack anything that approaches them. They've been known to hunt Twon-Ha, and have even attacked and killed Talan.

Cutter should keep his distance from the Gamors to kill them without putting himself in danger.

Cutter must face Gamors to solve some quests. To keep him alive, keep a good distance between Cutter and the Gamors, and fire a lot of rounds at them. They rear up on their hind legs just before they die, so pick a target and shoot it until it does just that. If they manage to get in close, back away as

you fire. Don't turn and flee, or they'll just chase Cutter down.

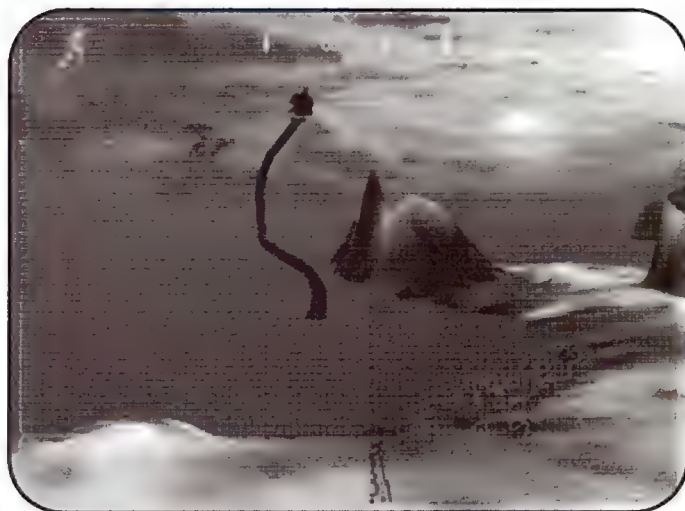
ZEEDOG

You'll be startled the first time you encounter a Zeedog. Native to marshes, they thrive in the region of Okasankaar.

Zeedog are long, snake-like creatures anchored to the ground like plants, but fast and fierce like animals. They lie dormant in shallow water, waiting for prey to pass nearby; then they leap up and attack.

They have a nasty bite, and if they can't reach their intended victim they spit repeatedly. They're hardy, and can take nearly as much damage as Gamors.





**Are they snakelike plants or plantlike snakes?
It doesn't matter—Zeedogs are
just plain deadly.**

Be on the alert for these beasts in the Okasankaar marshes, and if you hear one start dodging right away. Cutter should strafe around, taking care both to dodge its spitting attack and avoid drifting near enough to be bitten. Meantime, keep firing until the beast rears up.

Dead Zeedog spit out a gland full of a poisonous, sticky substance. Cutter must harvest one to complete at least one quest.

GORGOR

This dinosaur-like beast lives in Okasankaar. It's massive and vicious. Cutter will have to deal with it, but there's a trick to killing it....



**Gorgor are fearsome enemies, and won't go
down easy.**

SANNEGHTAS

These deadly creatures lurk in the deeper waters of Okasankaar. That's why that region's residents use boats to cross the short distances between islands. Avoid Sanneghtas at all costs. If Cutter contacts one, he dies instantly.

The only way to survive an encounter with a Sannegta is not to have one. Cutter

should avoid deep water and stay on land. If he does encounter a Sannegta, stay close to a boat (they fear boats); or, if none are around, get to shallow water, near land, as fast as Cutter can swim.

No matter how successful you've been against other creatures and soldiers, don't dare to take on the Sannegtas. Survival is simply not possible.



They look like sharks and they're even more deadly. Sannegtas can kill Cutter with one touch.

SANKAAR

These spiny fish are more of a nuisance than a threat, but they'll take their toll if Cutter is exposed to them for long periods.

They dwell in various waterways throughout Adelpha. They're especially prominent in the moat around Temple Fae in Shamazaar. They're slow swimmers and put little effort into pursuing Cutter, but they'll approach him if he gets close. Their attacks do little damage, but if Cutter stays in their presence for long, it adds up. This makes them a subtle danger.



These spiny fish won't hurt Cutter much, unless he hangs around and lets them.

You may want Cutter to stay in the water to hunt for valuable objects or to observe patrolling soldiers until it's safe to climb out. In either case, you can minimize the threat of Sankaar damage simply by remaining aware of them and maneuvering Cutter away if they get close.

OOGOOBAR



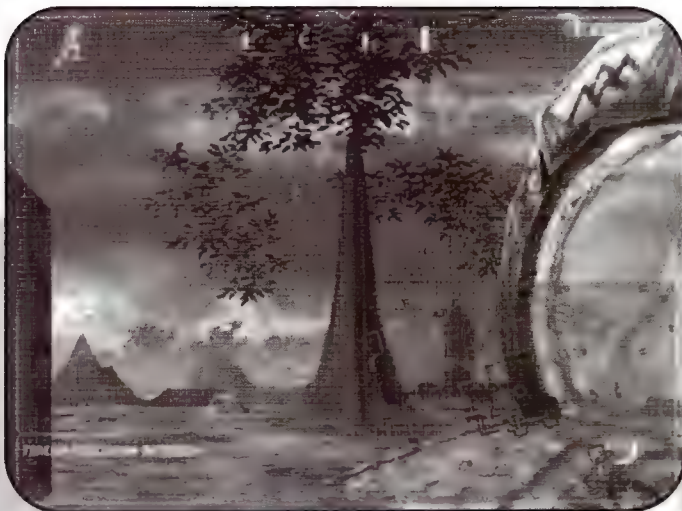
Cutter probably won't encounter Oogobars until late in the game.

These "animals" are really savage Talan who dwell in the jungles of Okaar. That's also where the probe lies, so Cutter will have to deal with these familiar-looking, yet primitive, creatures.

PLANT LIFE

Although they're less numerous than the planet's beasts, the plants on Adelpha are also notable. These include the Fae Tree and the Gwarat. Each boasts a startling attack that can catch Cutter off guard.

FAE TREE



Cutter should make an effort to collect some Fae Tree fruit, but it's a dangerous endeavor.

The graceful Fae Trees drop fruit constantly. Fae Fruit is useful to the Recreators, who use it in making ammunition for one of Cutter's weapons. There's a symmetry to that, because Fae Fruit are weapons, in themselves. When they hit the ground, they burst in a hail of harmful shrapnel, but if Cutter can catch them before they hit the ground, they're harmless.

GWARAT



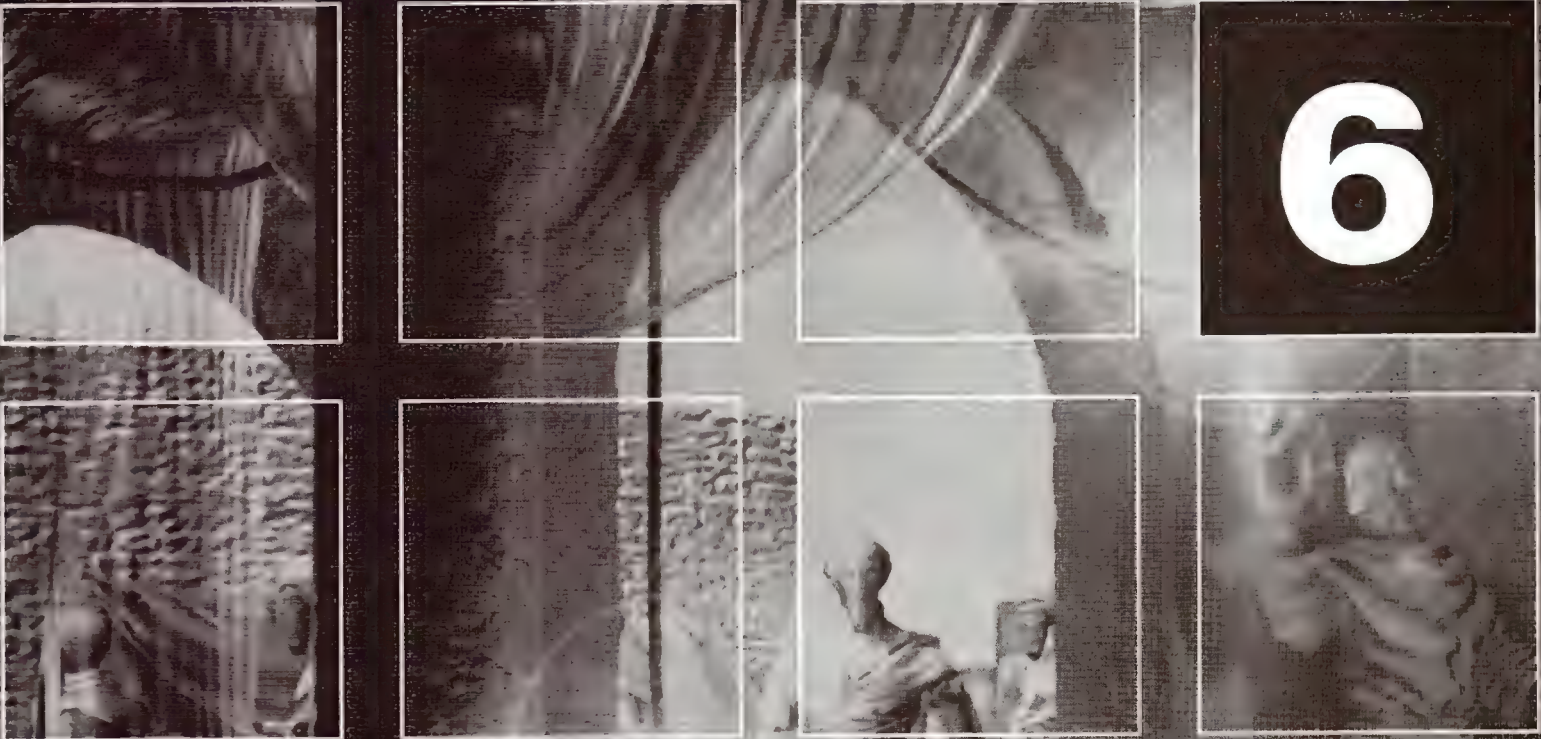
Gwarat are dangerous to approach.

The Gwarat is more dangerous than the Fae Tree. They look like Earth cacti, but their spines are far more harmful. They can sense the presence of passers-by, swivel their branches to aim, and then fire their spines at the intruder.

The spines contain a healing liquid, but unless Cutter really needs it, he should avoid approaching a Gwarat. If he must pass near

one, watch it closely. As soon as you see a branch start to move, move Cutter away fast!


TALAN CULTURE



6

The Talan are a complicated race. Their culture is as real as any on Earth, and everything about it ties together logically. It's helpful to understand these complex creatures, since you'll be dealing with them throughout the game.

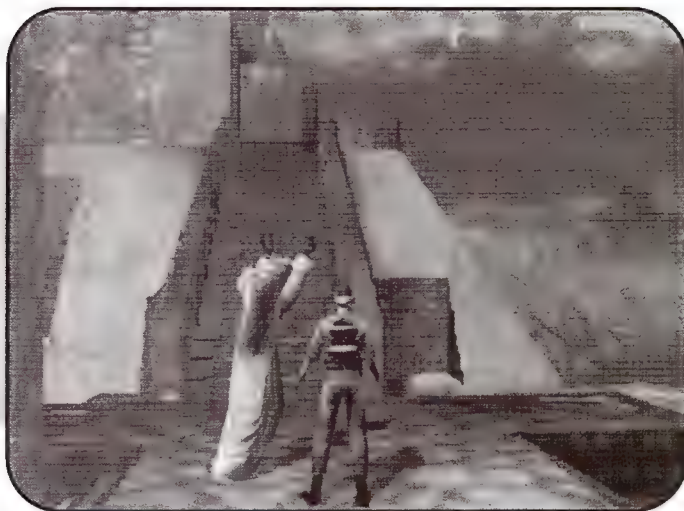
The information in these pages will also be revealed as you play through the game—only gradually, via your conversations with various Talan. In the game's early stages it's easy to be overwhelmed by Adelpha's complexity. Reading this chapter will smooth the way for players who may be baffled by the complexity of this game world. *Outcast's* Talan culture is immensely detailed, and simply grasping the way they live can be a fierce challenge.



CAUTION The following text reveals information that may spoil some of this game's surprises. If you would prefer to acquire this information during the course of normal gameplay, read no further.

TALAN RELIGION

Like humans, most Talan subscribe to a belief in higher beings. Their "Yods" live in the heavens and, in the Talan's eyes, ultimately control the flow of Essence in their universe.



Religion plays a major role in the lives of the Talan. Their priests, called Shamaz, command great respect.

ESSENCE

"Essence" has many meanings in Talan culture, so the game's first references to it may confuse you.

Four Essences are believed to flow through the Adelphan universe. When the people exist in harmony, with each Essence

having equal influence, the world is at peace. If one Essence predominates, however, the balance is disturbed and Adelpha falls into a state of chaos.

The four Adelphan Essences correspond to the four elements of old Earth religions. They are:

- Ghanda, the Essence of Earth
- Ka, the Essence of Air
- Eluee, the Essence of Water
- Fae, the Essence of Fire

The word "Essence" assumes many meanings in the Talan vocabulary. Below, you will find some of the different cultural definitions.

Essence Is Life

The basic definition of Essence is *life*. The Talan refer to their state of health in terms of the strength of their Essence. For example, a sick or wounded Talan will say that his or her Essence has been weakened. A Talan near death has very weak Essence. A Talan at full health has strong Essence.



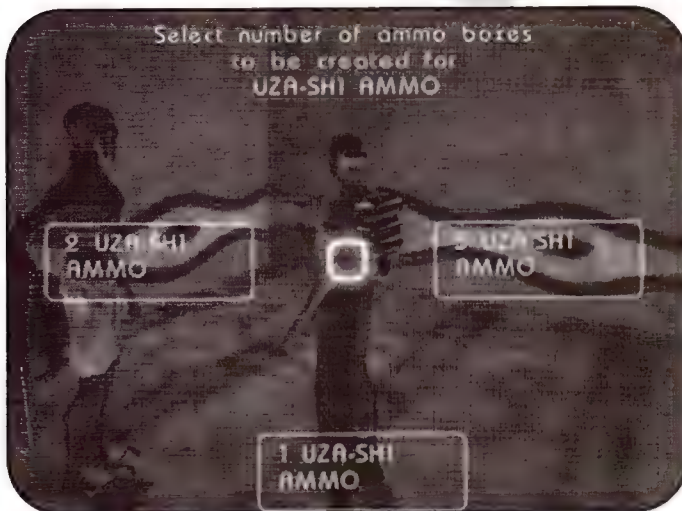
Cutter just reverted this enemy Talan. You can see his Essence escaping his body.

When a Talan dies, it is said his or her Essence is being “reverted”—that is, it returns to the Heavens to rejoin the collective Essence pool. The word “revert” can be a synonym for both “kill” and “die.” If a Talan dies of natural causes, it is said, “His Essence reverted.” When a Talan is killed through an act of hostility, it is said that his killer “reverted his Essence.”

Sometimes, a Talan is reverted who feels he hasn’t fulfilled his destiny. That Talan’s Essence, called a Hazadess, roams the land trying to complete that Talan’s business.

Essence Is Talent

Every living Talan is blessed with Essence, but that doesn’t mean they’re all the same. At a certain age, each Talan undergoes a ceremony, presided over by a Shamaz, called “Conversion.” His Essence is then changed to one of the four essences.



Using the mystical power of their Essence, Recreators can construct objects they’ve only just seen for the first time.

After this Conversion, the Talan becomes part of a group defined by that Essence, becoming an Eluee, Ka, Fae, or Ghanda Talan. Each Talan uses his or her Essence to perform a skill; what that skill is depends on the Essence he or she was converted to. Most Talan are Ghanda Talan. They include fishermen, merchants, and all kinds of laborers.

The Shamaz are Ka Talan. Talan of this Essence are strong in spiritual matters. When the Shamaz heal other Talan, it's an aspect of their Essence that can't be performed by Talan of other Essences.

Eluee Talan are the rarest. Their Essence allows them to create art and music. These sensitive beings are the most harmless Talan. The Recreators are Eluee Talan.

Strong and often violent, Fae Talan are the most dangerous. With the aid of Helidium implements, Fae Talan can even use their Essence as a weapon. Soldiers, hunters, and some Guardians are Fae Talan.

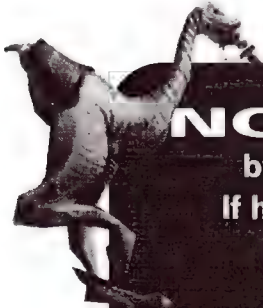


The Essence "Fae" can be used for attacks. It powers soldiers' weapons.

Essence Is Character

Essence can also measure strength of nobility or character.

A Talan of strong Essence, in this sense, is honest, noble, brave, or otherwise exhibits a strong sense of character. A Talan who lies, cheats, betrays those who trust him, or act in an otherwise dishonorable manner, is said to have weak Essence.



NOTE Character is very important to the Talan, whose deeds are judged by all who witness or hear of them. This ties in with Cutter's reputation. If he performs many extra quests as favors for the Talans who ask his help, his reputation will improve quickly. As he accomplishes major feats, his reputation soars.

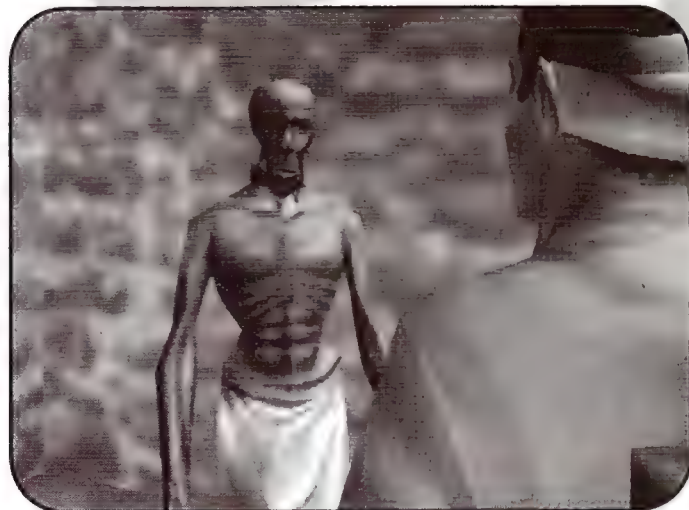
On the other hand, if Cutter kills innocent Talans, fails to kill soldiers, keeps his weapon drawn among friendly Talans, and otherwise behaves badly, his reputation will diminish, and help will become harder to find.



Cutter can ask Shamaz about his reputation among the Talan. The more helpful he is, the more willing they are to help him.

CASTES

There are seven groups, or castes, within Talan society. Although the lines that separate one group from another are well-defined, the Talan don't normally exhibit a sense of social superiority. Most of the time, the different castes live respectfully of each other.



Beggars roam the streets of Okriana.

The castes are:

BEGGARS: The lowliest Talan live in the streets of Okriana and beg for Zorkins or food from other citizens.

SLAVES: Ghanda Talan who work for little or no pay, slaves accept their lot in life and work hard to benefit society.

FARMERS/FISHERMEN: These Talan work the fields and waters of Adelpha to harvest food.

HUNTERS: Adelpha has move past its hunter/gatherer era, having developed farming and fishing. Some hunters and adventurers remain, but most are old. Talan society no longer depends on them for much.



Hunters are usually large, powerful Talan, but their art is no longer needed, and they're becoming rare.

MERCHANTS: Merchants disperse food from the farmers and goods the slaves manufacture. Most numerous in Okriana, merchants sell nearly anything you can think of in exchange for Zorkins.

SOLDIERS: In a perfect Adelpha, these powerful Fae Talan would be charged with protect-

ing their society, not oppressing it. During Fae Rhan's rule, though, soldiers are regarded as the highest caste—not from respect, but by force.

SHAMAZ: The spiritual Shamaz are the most respected and loved members of Talan society.

THE REGIONS

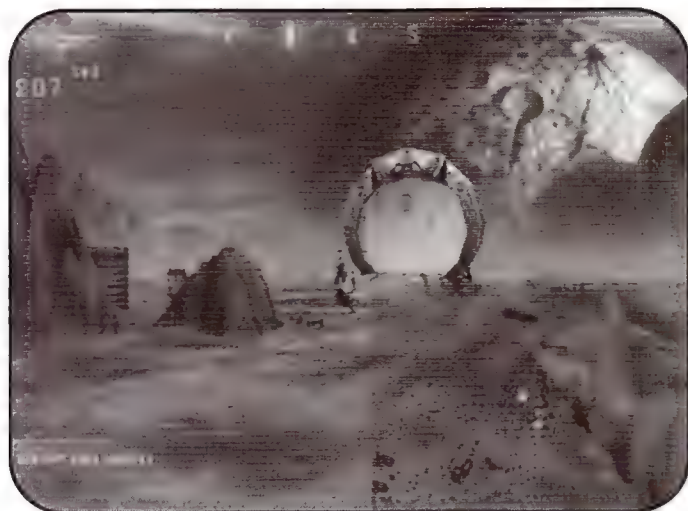
Our planet Earth comprises many regions. Narrow the focus to just the U.S., and you'll still find dozens of land and climate types. Some, like the Midwest, are ideal for farming; others have become centers of commerce, like the major cities scattered around the country. Still others, such as the forested mountains of Colorado, remain mostly wild.

The surface of Adelpha is just as varied. Talan civilization is scattered among the planet's six regions. Each region plays a role in maintaining the planet's overall balance, and each attracts certain castes.

A Shamaz provides spiritual leadership for each region, and a "leader" is in charge of each region's main resource.

DAOKAS

To get from one region to another, even on the back of a Twon-Ha, would take days or months of arduous travel through dangerous wilderness areas and across massive oceans. The Talan don't travel that way, and neither will Cutter.



Talan step into these mystical portals to be whisked away to other regions.

The Talan use “Daokas” to move instantly from region to region. Almost always active and ready to use, these sacred gateways can be activated by the will of a Shamaz when necessary.

RANZAAR: REGION OF SNOW

Ranzaar is an exception in the Adelphan regional system. The part Cutter has access to is very small and produces no resources, consisting only of a handful of homes, a meeting house, and an icy lake. The rest is simply snow-covered mountains.

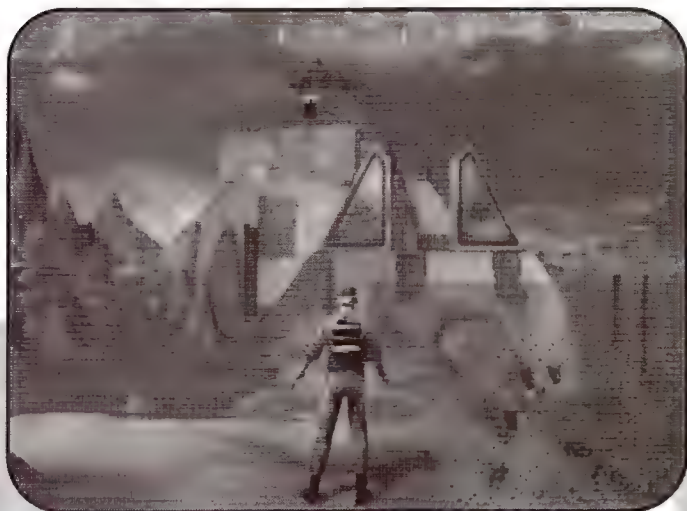


The snowy region of Ranzaar is home to the Talan Guardians.

Ranzaar also is home to the Guardian base camp, an important game element. Zokryn, a Shamaz and leader of the Guardians, resides there with his son Jan and a few other Guardians. The game begins in this region, and this is where Cutter acquires the skills he’ll need to save the Talan from their oppressors.

SHAMAZAAR: THE WORLD OF TEMPLES

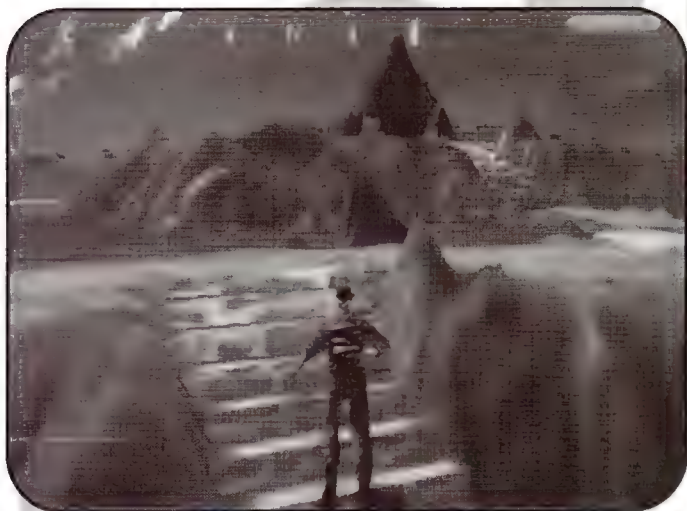
Shamazaar, home to most Shamaz, is a vast region, surrounded by deep water on all sides, and containing four temples, each built in honor of one of the Essences.



Shamazaar's four temples were built to honor each of the four Essences.

In the center of the region is the Temple Fae, a base for the soldiers occupying Shamazaar. Fae Rhan ordered a moat dug around it and had it filled with spiny Sankaar. The other temples lie northeast of the Temple Fae, near the Well of Essence, from which Essence is said to come into the world from the Heavens. Talan are taken there for their Conversion ceremonies.

The rest of Shamazaar produces Riss, the primary crop and food staple of Adelpha. The fields are terraced, and Talan must use stairways to move from one tier to the next. Most of Shamazaar is covered with shallow areas of water in which the Riss is grown, much like rice paddies.

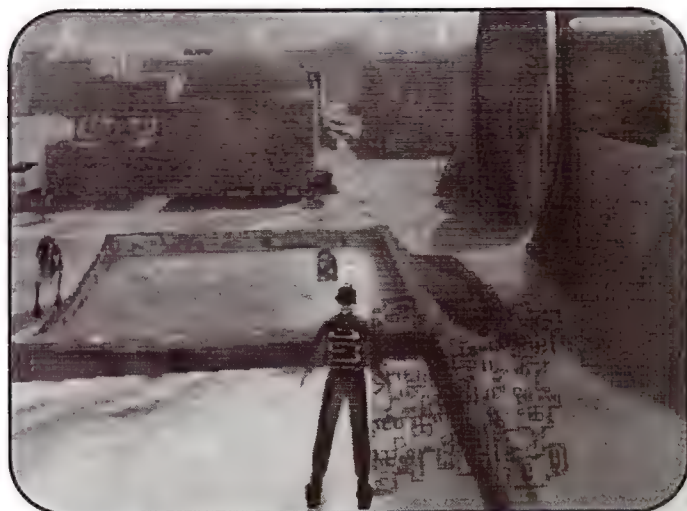


Most of Adelpha's Riss is grown in the swampy Riss fields of Shamazaar.

Farmers work these regions, harvesting Riss and conveying it to the Riss counters, who take stock of the resource and move it on from there.

TALANZAAR: THE WORLD OF THE CITY

This is the center of Adelphan commerce. Most of it lies within the walls of Okriana. Although Cutter can travel outside the city limits, if he goes too far in any direction he'll sink into the deep sand of a seemingly endless desert.



The region of Talanzaar largely comprises the city of Okriana.

Okriana is the hub of Adelpha. You'll find Talan of every caste here, and they're more numerous than in any other region. Okriana is full of shops, and its streets are lined with small one- and two-story houses.

The city is loosely divided into 10 Boks. A Bok is an area of the city designated for trade in a certain product—Riss, fruit, spices, fish, meat, building materials, animal skins, and so on.



The shops lining Okriana's streets sell everything from building supplies to water.

Fae Rhan's presence is strongest in this region. The center of the city holds the Palace Fae, where Fae Rhan is said to live. The massive structure is virtually impenetrable, and houses dozens of Adelpha's most powerful soldiers.

MOTAZAAR: THE WORLD OF MOUNTAINS

This desert region is smaller than most other regions and is populated mostly by miners. These hard-working Talan dig continuously into the Motazaar ground to produce Helidium, a metal useful to Talan skilled in craftsmanship. All Adelpha's Helidium comes from Motazaar.



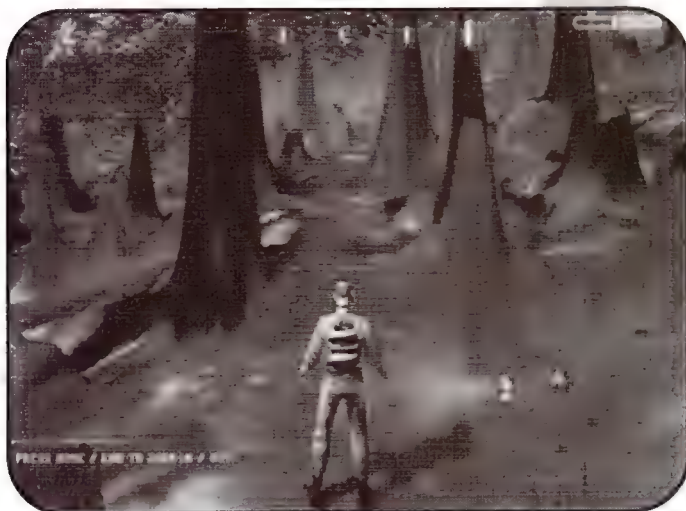
Motazaar is a mountainous region with a hot desert climate.

Motazaar can be a dangerous place. Lava flows at the bottom of its many deep pits. A long, lava-filled rift divides the region. Hot gases erupt from the ground through the numerous geysers dotting the landscape.

Fae Rhan's soldiers depend on Helidium for the weapons that allow them to attack with their Essence, and so they maintain a strong presence in Motazaar. Secluded shanty towns house dozens of soldiers, who patrol relentlessly.

OKASANKAAR: THE WORLD OF MARSHES

Just as Riss comes from Shamazaar and Helidium from Motazaar, all the fish (called Sankaar) in Adelpha are harvested in this region.



Most of Okasankaar is made up of marshes. It's a dangerous region full of wild creatures.

The entire region is made up of marshy islands separated by deep water. The small city of Cyana offers refuge from the region's many dangers, which include the Sannegtas that lurk in deep waters, and Zeedogs—part plant, part snake—which inhabit the shallow waters.

The military presence here is less pronounced than in other regions. They hold two strongholds in the south, and a prison called Zorkatraz, but they rarely stray from those areas.

OKAAR: THE WORLD OF FOREST

The untamed region of Okaar isn't a place many Talan call home—with the exception of the Oogoobar, primitive Talan who contribute nothing to the planet's civilized areas.

Few Talan have reason to travel to this region. Its only resource is Moti, a fruit that Twon-Ha consider a delicacy.



With the exception of the savage Oogoobar, Talan don't inhabit the lush forests of Okaar.

The jungle is full of traps and wild beasts, including Gamor and Krakits. Some Talan believe an Achondar—a huge, fire-breathing dragon—lives somewhere in the region, but most consider that a myth.

CURRENT EVENTS

Cutter arrives on Adelpha in a time of turmoil. Every circumstance matches the prophecies of the ancient Talan Kazar, whose words are known to all Shamaz.

The Essence Fae dominates, and the military controls society. The Talan's entire way of life has been affected by the rule of Fae Rhan, an evil and ruthless tyrant. He's never been seen; all his orders are relayed via Kroax, his right hand and commander of his armies.

Fae Rhan's rule has had negative effects on the once-balanced Talan society. The Talan in general are scared, tired, and overworked. Fae Rhan's soldiers have seized control of most of the planet's resources, and although they demand laborers produce more than ever, in general Adelpha's citizens see little of them. Talan who can't meet the soldiers' fierce demands are often reverted, sometimes right in front of their peers.

The Talan's religious faith is strong, but Fae Rhan would control that, too. He can't do away with the Shamaz altogether—he needs them to heal the overworked, malnourished workers—but he's stripped them of all other power. The common Talan can turn to them only for comfort.

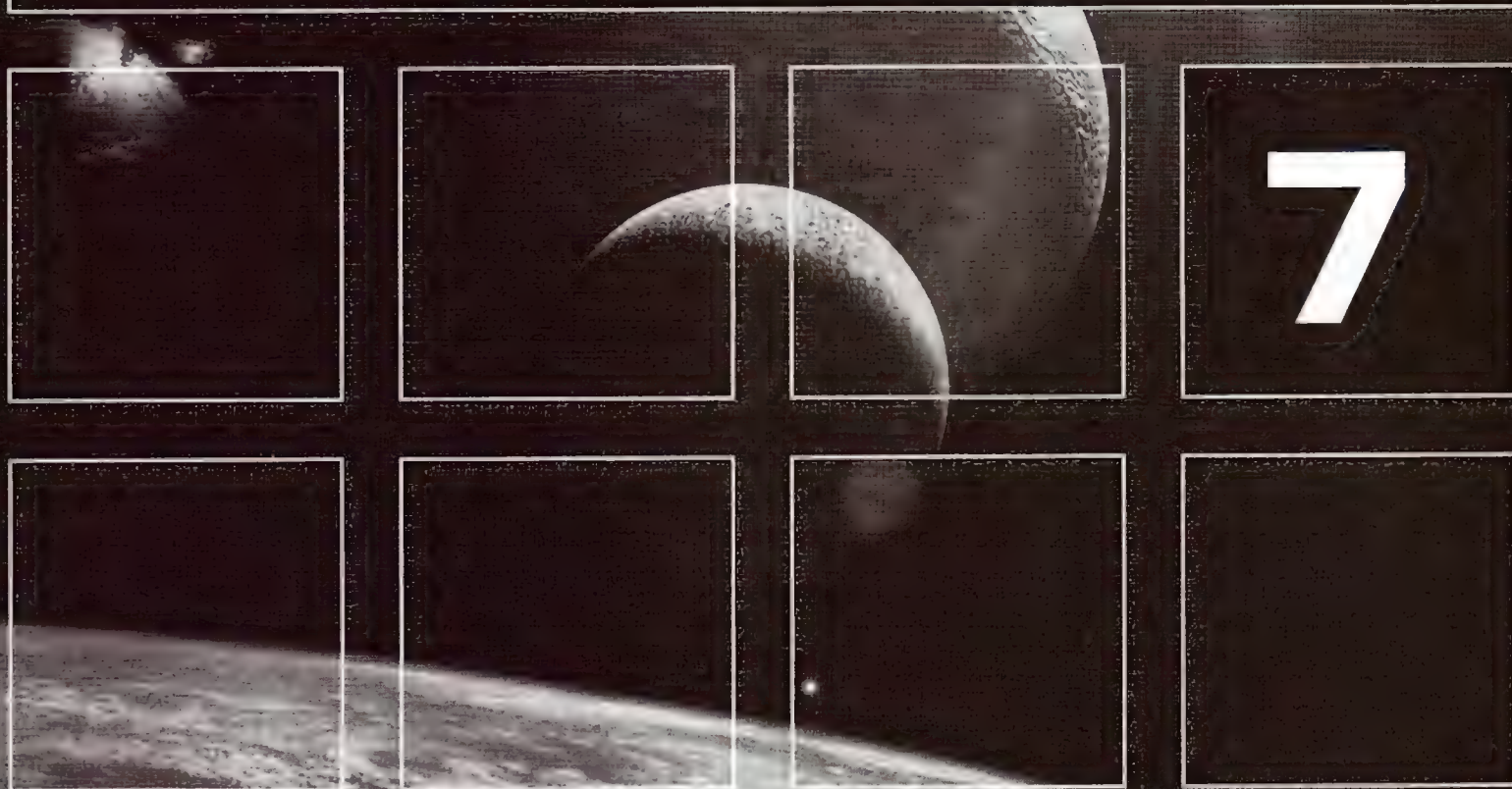
Soldiers also control many of the Daokas, putting an end to the freedom of travel the Talan once enjoyed. Sometimes the soldiers force the Talan to pay to use the Daokas, but often they refuse access altogether.

The Guardians and a Talan underground devoted to freeing the Talan from the crushing rule of Fae Rhan have made little progress. The Talan's only hope lies with the Ulukai. His arrival was much-anticipated, for it's said he alone can challenge Fae Rhan by bringing together the five sacred Mons (relics hidden in each region). When the Guardians found the wounded, unconscious Cutter Slade, they knew he was the Ulukai and hid him from the soldiers who seek to destroy him. The Guardians nursed him back to health in the safety of Ranzaar.

Now the fate of their people lies in his hands.



THE MAIN QUEST



Outcast gets complicated right from its first minute, when the plot takes its very first twist: Cutter Slade awakens on a cot in Adelpha, and Zokryn calls him "Ulukai."

A running narrative winds its way through *Outcast's* many quests, subquests, and minor tasks. The overlapping objectives can form a bewildering tapestry. Each of five regions contains a wide range of characters, major and minor, and many need the Ulukai's help to solve a dilemma. Some of these quests are mandatory—you can't finish the game without completing them—but others are purely optional, offering simple rewards of money or goods.

Before exploring Cutter's major quests in each of the five regions, we'll shed some light here on his overall objectives. Cutter left Earth with a single mission, but his "To do" list has just gotten a lot longer.

THE PROBE

Cutter's original goal was to escort a team of scientists to Adelpha, where they were to repair a malfunctioning probe that's generating an expanding black hole. Cutter is a military man, charged only with protecting the others. His task should have been relatively simple.

When Cutter awakens in the presence of Zokryn, the other team members are nowhere in sight. Cutter doesn't know how long he's been unconscious or what's happened since he arrived. There's no telling where the rest of the team is.



Four people set out from Earth to repair the probe. Unfortunately, Cutter doesn't know where to find the other three.

This changes Cutter's priorities: it's up to him to repair the probe. Every life on Earth hangs in the balance; finding the other members of his team takes a back seat to the main mission. With luck, he can find them all and get everyone home safely, but so far he hasn't been all that lucky.



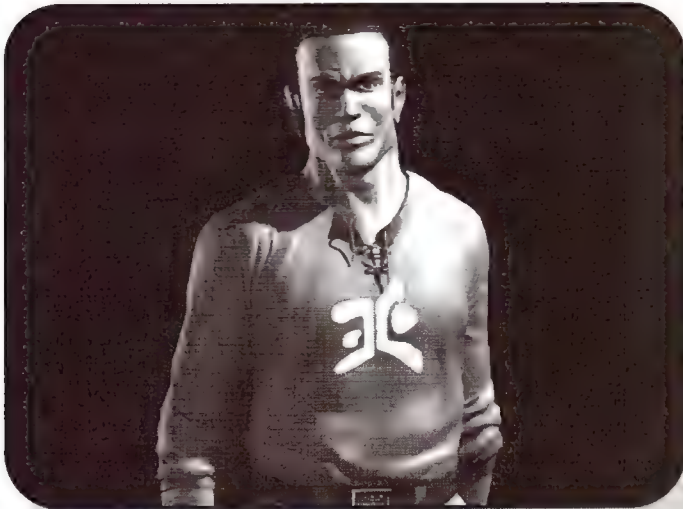
Cutter and Zokryn strike a deal early in the game.

In speaking with Zokryn, Cutter learns that the probe could be anywhere on Adelpha—and it's a big planet. If Cutter doesn't get help to find it, the malfunctioning probe will destroy the Earth. Thankfully, Zokryn leads a network of Talan, the Dolotai Guardians, with a planet-wide influence. Zokryn offers his brothers-in-arms' assistance

in locating the probe, but only if Cutter helps the Guardians with their own predicament.

THE ULUKAI

The entire Talan population expects the arrival of the Ulukai, a savior. The holy event was foretold by the prophet Kazar. Zokryn believes Cutter is the Ulukai.



The symbol on Cutter's shirt means "Ulukai"—Talan for "savior." Cutter's got his work cut out for him.

Cutter, of course, isn't concerned with any of this. He wants to repair the probe and go home. Initially, he refuses to consider saving the Adelphan people; it's not his problem. Then Zokryn offers to enlist the Dolotai Guardians to help Cutter find the probe—but only if Cutter fulfills his duties as the Ulukai: free the planet's people from the grip of the tyrant, Fae Rhan.



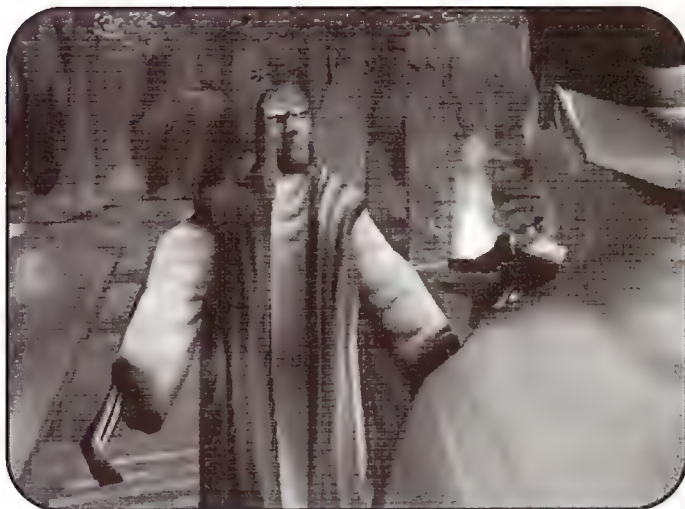
The soldiers, loyal to Fae Rhan, search for the Mons to stop the Ulukai from uniting them.

According to prophecy, the Ulukai will free the Talan by bringing together the five Mons. The Talan have no idea what the Mons signify. They only know that the Ulukai will use them to free the oppressed. Fae Rhan is aware of this, as well, and has mobilized his soldiers to track down the Mons and destroy

them. In return for their loyalty, Fae Rhan grants the soldiers privileges beyond those of the common Talan. They get the best food, the most money, and the power to do as they please—and to control their fellow Talan. If the people are freed, the soldiers will lose this power. However, if they can find and destroy the Mons, or kill the Ulukai, Kazar's prophecy can't come true.

The Dolotai Guardians have taken measures to protect the Mons from Fae Rhan's minions. They made the Shamaz, Adelpha's spiritual leaders, responsible for hiding the Mons. Each of five Shamaz—in Shamazaar, Talanzaar, Okasankaar, Motazaar, and Okaar—were given one Mon and instructed to conceal it where the soldiers would never find it.



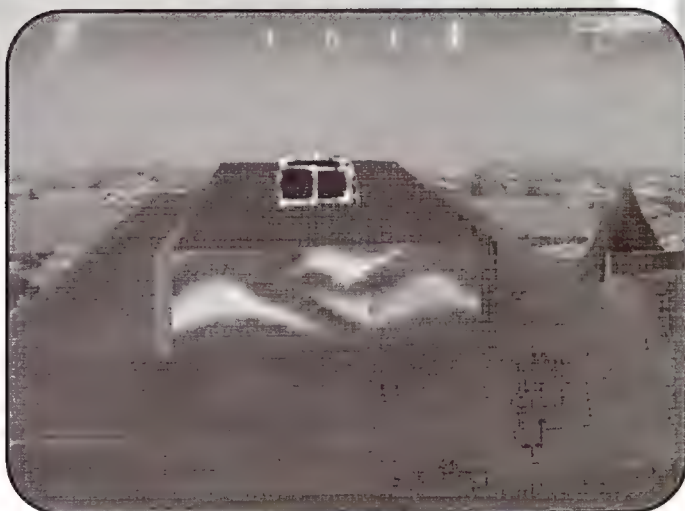


The Shamaz are charged with the Mons' safekeeping until the Ulukai comes to unite them.

Without hope of finding the probe on his own, Cutter must rely on the Guardians' help. To ensure they do their part, Cutter must do his: find the Mons in each region and unite them.

Cutter has no idea what these Mons are, or how uniting them will free the oppressed Talan from tyranny. At the start of the game,

that doesn't really matter: finding the probe and saving Earth does. He agrees to hunt for the Mons, but makes Zokryn promise to send word the minute the probe is found.



Each region contains a box like this one, and each box contains a Mon. If he wants the Guardians to find the probe, Cutter must find these boxes.

THE FIVE REGIONS

Ranzaar, the region in which Cutter awakens, has no Mons. Because the Guardian base is there, and because Fae Rhan and his military

commander, Kroax, pursue the Guardians relentlessly, it's unsafe to hide them there.

The other five regions each hold one Mon, so Cutter must travel to all. He has no idea where the Mon is within each region, however. Soldiers patrol all regions, and they're under orders to seek and destroy the Mons, the Dolotai Guardians and, most important, the Ulukai.

ALLIES

Other than the soldiers and a few hunters, most Talan are unarmed. The soldiers' weapons make them more powerful than any other Talan type. They're a minority, however. The Adelphan population is aware the Ulukai has arrived, and they're happy he's among them. The seeds of hope have been planted.

As Cutter performs more and more heroic deeds, his reputation spreads. At first, some Talan are reluctant to help him, afraid the soldiers will retaliate. As Cutter's reputation improves, more Talan come to believe in him, and become eager to assist him in his quest.



Cutter can walk up to any friendly Talan and engage that person in conversation. Most will try to be helpful.

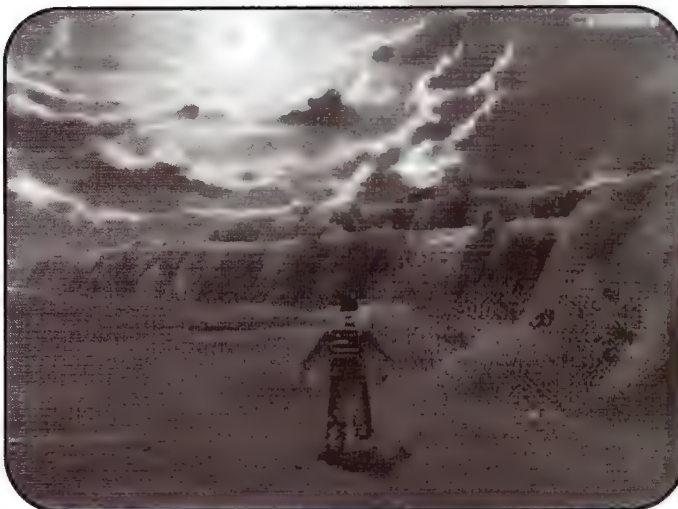
Although each Shamaz is supposed to know where the Mon is in his region, some don't. Others have concealed their Mons and purposely made reaching them dangerous, faithful that the mighty Ulukai can overcome any peril. Even if they can't produce the Mon outright, the Shamaz always point Cutter in

the right direction. Try to locate the Shamaz as soon as you can after arriving in each region.

Each region also has a Recreator, and Cutter should seek him once he's found the Shamaz. The Recreator will help supply Cutter with ammunition.

THE WALKTHROUGH

The five walkthroughs that follow provide details about each region (except for Ranzaar, covered here), and will help you get through the game from start to finish. Before you embark, though, it's important to understand something about how *Outcast* is structured.



When you first enter Shamazaar, you'll notice that there are no paths in Adelpha: you can wander anywhere.

Outcast is wide open. Unlike most adventure games—most computer games, for that matter—there's more than one way to win. Each region has subquests that send you on all kinds of tangents, introduce you to different characters, and reward you in different ways.



Any character you meet may have a quest for you. Many are optional, so pursue those that intrigue you.

Although the heart of the game involves a quest to find the five Mons, there's no set order in which you must acquire them. It's up to you! You'll have to perform several tasks to get each Mon, but other tasks in the same region are optional.

In short, there's no "right" way to succeed in a game of *Outcast*! The walkthroughs focus on the steps absolutely necessary to acquire the Mon in each region and complete the game. They provide one possible solution to a game with an endless variety of solutions.

Use the walkthroughs as a reference, then, not as a guide. If you get stuck in a region, or if you've explored yourself into a corner, consult it and see what you have to do to get the Mon. Then play on in your own way. It's more fun to create your own path than to follow someone else's!

Finally, before you dig into the walkthroughs, read through a few important notes:

- When the walkthrough recommends that you talk to a character, talk about *everything*. Highlight and click on every option in the dialog tree. Sometimes, you won't be able to perform a task unless you've asked a character about a certain topic.
- Kill soldiers whenever you encounter them. Doing so improves your reputation among the oppressed Talan.
- Pick up everything! If you see ammunition, raw materials—*anything*—go and get it!
- Don't be afraid to stray from the path. If something intrigues you, put the walkthrough down and go explore! That's half the fun of a game like *Outcast*.

SHAMAZAAR

8

The Daoka in Ranzaar leads to Shamazaar, so we'll cover that region first. The Mon in Shamazaar lies hidden inside the Temple Fae, safe because the soldiers wouldn't think to look for it there.

Don't even think of charging off to the temple right away, though. Dozens of soldiers stand guard there, and even if you could battle your way through, the Mon is locked tightly away. To retrieve it, follow the steps in this walkthrough.

SHAMAZAAR

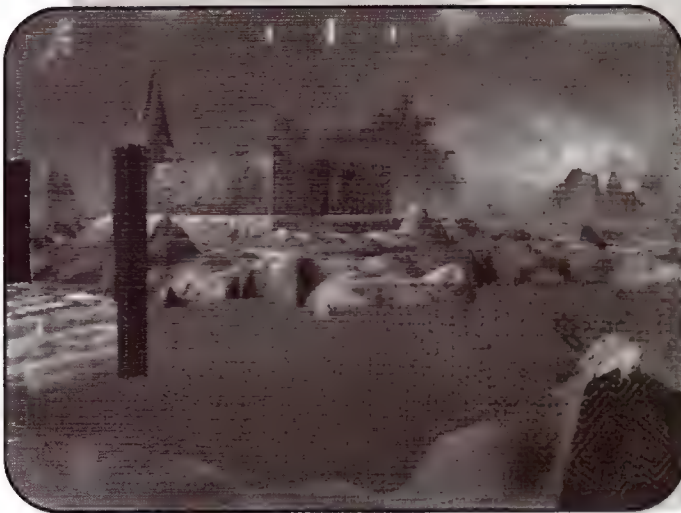


- 1 Ventilope Breeding Area (behind barrier)
- 2 Riss Storage Shed
- 3 Ilott
- 4 Temple Fae (contains Mon, Doaks to Montazaar and Okasaukaar)
- 5 Maar
- 6 Town
- 7 Shamaz Mazum's House
- 8 Doaka to Talanzaar
- 9 Small Pond (contains Doaka to Ranzaar)
- 10 Riss Storage Shed
- 11 Temple Ka
- 12 Pond (Fake Gorgor)
- 13 Pond (contains Essence Stone)
- 14 Temple Ghanda
- 15 Riss Storage Shed
- 16 Well of Essence
- 17 Temple Elvee, Shamaz Zab

Shamazaar puts your combat skills to the test. It's thick with soldiers, so be on your guard at all times. The center, where the Palace Fae is located, is the most dangerous area. Soldiers lurk nearby at all times, and also display a strong presence around two Riss storehouses near the central temple.



The heavily guarded Temple Fae conceals the first Mon.

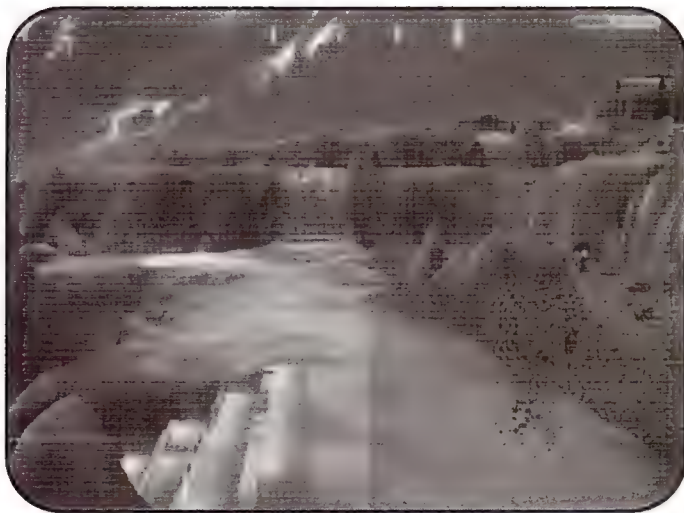


You must fight your way to these storehouses to get the keys that unlock the Mon.

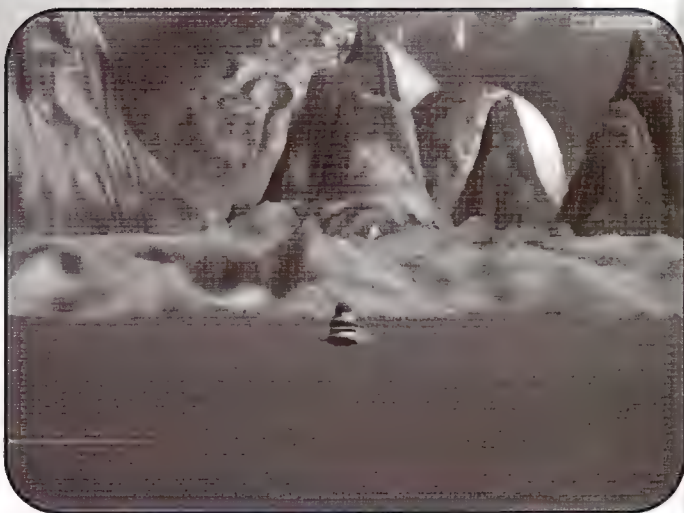
Another heavily guarded Riss storehouse lies in the northwest part of the region, along with the other three temples and the Well of Essence. These structures appear as black outlines on the HUD map.

Navigating the region takes patience. It's tiered throughout, and neither Cutter nor the Talan can climb the steep slopes between levels. Staircases connect the tiers at fairly regular

intervals, but to get around even faster, talk to the Talan in the southwest who cares for the Twon-Ha. If you do a few favors for him, he'll sell you a steed you can ride throughout the region much faster than Cutter can walk.



Use these stairways to get around.



ARRIVAL

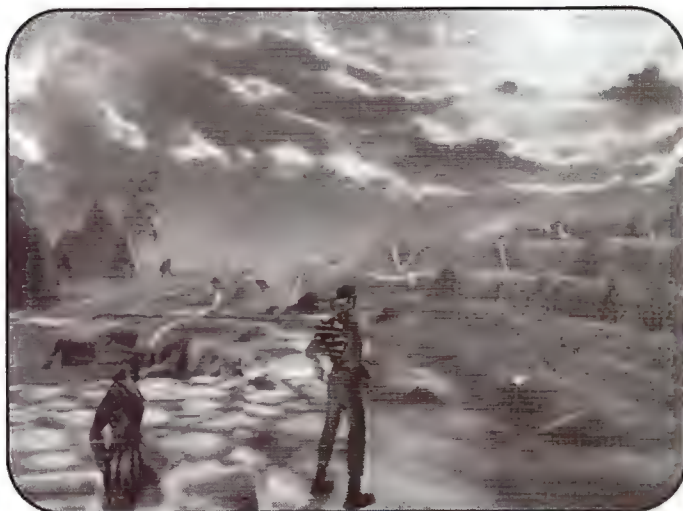
Your arrival in Shanazaar may disorient you: Cutter will be swimming. Remember that that Daoka back to Ranzaar lies in this little pond.

You first glimpse Shamazaar from a pond.



This Daoka leads back to Ranzaar.
You'll need it later in the game.

A friendly Talan stands near the pond. Climb out and speak with him, and he'll offer to take you to a friendly village in the south-west. Follow. Along the way, he'll call your attention to points of interest, including the Temple Fae. Consult your map to get your bearings.



Fire up the HUD map early, and keep your eye on it when this Talan leads you to the village.

When the Talan takes his leave, head west a few more yards to the village. One of the first buildings you'll see is the Recreator's workshop. Stop in and talk to him. He'll explain how Recreators can help you on your quest.



The Recreator's hut is the first doorway you come to.

Have him start on some HK-PI2 ammo for you, and head to Shamaz Zeb's hut. It's just west of the Recreator's place, near the Twon-Ha pen.



Find the Shamaz early.

Talk to Shamaz Zeb. He explains that he doesn't know where the Mon lies in this region, but that Naarn might. Naarn's brother Ilott works the Riss fields and may be able to direct you to Naarn. Before you go find him, you may want to check into a few other matters at the village.

Two Talan here can help you on your quest. Maar, the leader of the region, is in charge of the region's resource (Riss). He could halt production to weaken the soldiers. You'll find him north of the village.

Zalinas, who stays near the Twon-Ha pen east of the village, will sell you a Twon-Ha, if you wish. He'll offer a few quests, and if you take him up on them, he'll lower his price.

In this walkthrough, you'll encourage Maar to slow Riss production. Find him and talk to him.



Maar is the resource controller in this region.

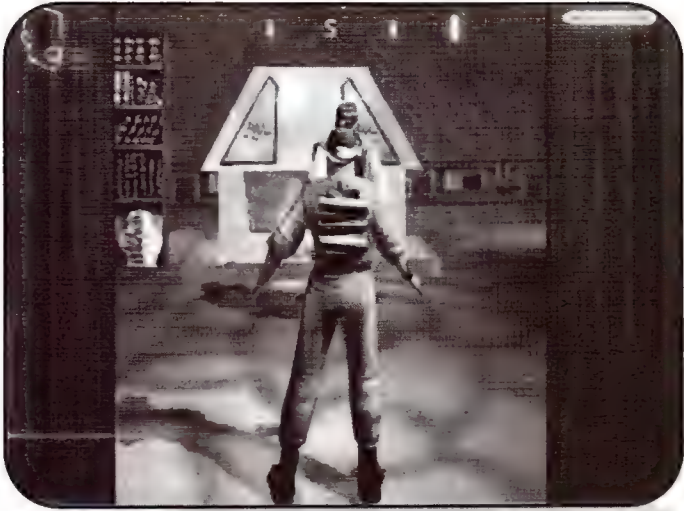
Maar can explain a bit about the region, and about the significance of Riss. When you ask about stopping production, he'll tell you he might—if the Essence Stone is returned to the Well of Essence. You can take care of that later. For now, head north and find Ilott. Kill any soldiers you encounter: there are several patrols, and a small outpost northwest of the village. Ask around until you find Ilott. Talk to him.



Talk to Ilott; you're looking for his brother, Naarn, who may know where the Mon is.

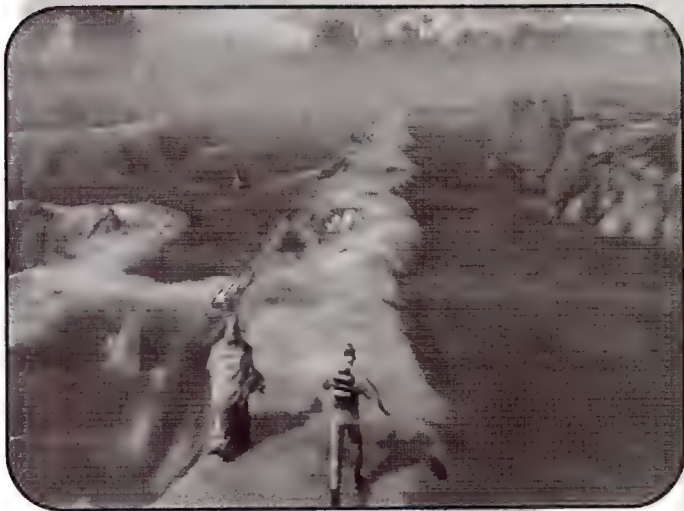
WHERE'S THE MON?

Ilott is a bit hostile. He's in pain, and fears that if he can't meet his Riss quota, the soldiers will revert him. He needs a Shamaz to heal him. That's your cue to head back to the village and talk to Shamaz Zeb.



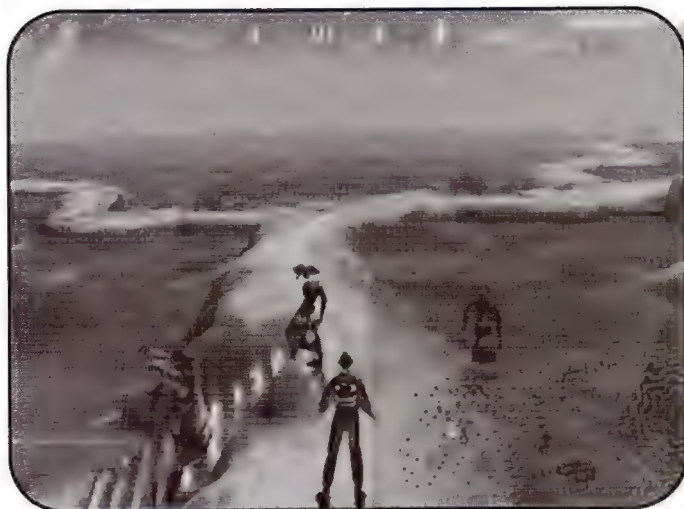
Talk to Shamaz Zeb and ask him to heal Ilott.

The Shamaz will dash out into the field. Follow him to protect him from hostile soldiers. (You should already have killed any who might interfere.)



Shamaz Zeb will head for Ilott to heal him. Follow.

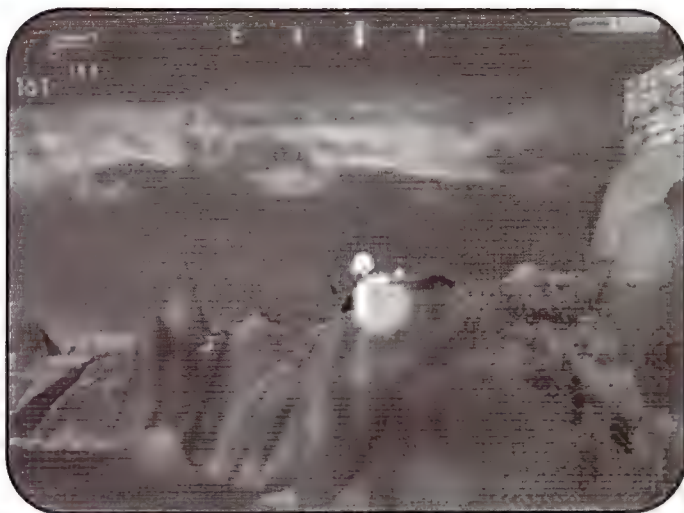
When the Shamaz finds Ilott, he'll work his magic, and then Ilott will go back to work.



The Shamaz heals Ilott.

Talk to Ilott again. At first, your only conversation option is "Feel better," but after he thanks you, he'll offer more information. He indicates that a Shamaz named Mazum, who stays near the Temple Eluee, might have information about Naarn or the Mon.

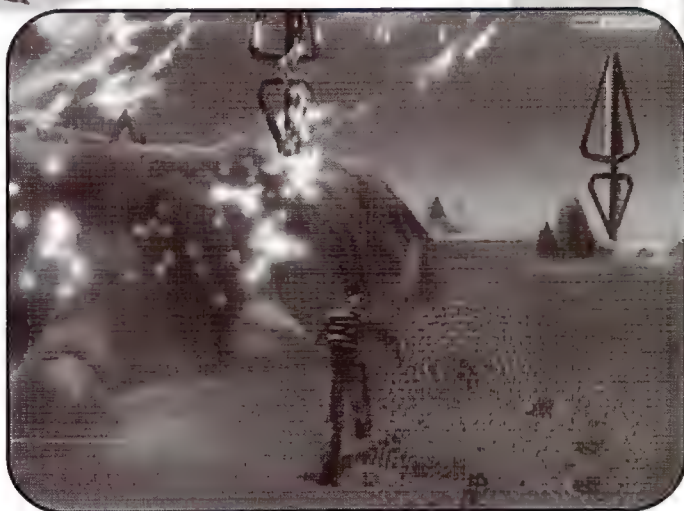
Head for the northeast corner of the region where the temples are. Take care not to get too close to the force barrier in the northwest. Battle any soldiers who cross your path.



Kill the soldiers you meet on your way to the Temple Eluee.



NOTE Don't try to get past the force field in the northwest of Shamazaar. It's impossible. If you get too close, it will harm you, so stay away from it. It plays a role later in the game, so just ignore it for the time being.



Before you go to the temple, though, look on the map for two small bodies of water in the northeast.



Find this pond on your map and head for it.

Soldiers patrol nearby. Head for the ponds, kill the soldiers, and jump into the pond farthest north. Look around the bottom and pick up everything you see. One item is a white, oddly shaped stone—the Essence Stone.



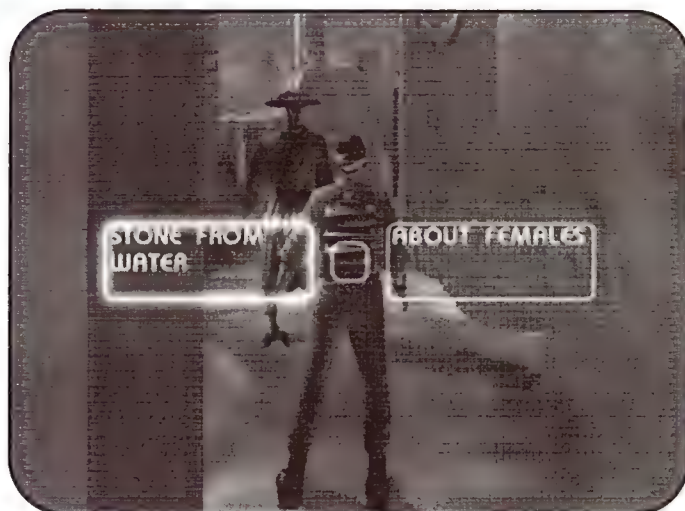
This is the Essence Stone. Soldiers guard a duplicate near the Temple Fae that the Talan believe is the real thing. In truth, however, this is the true original.

Now, exit the pond and locate the Well of Essence. It's tucked between the two temples farthest east. You can see it on your map. As you approach, colored lights rise from it.



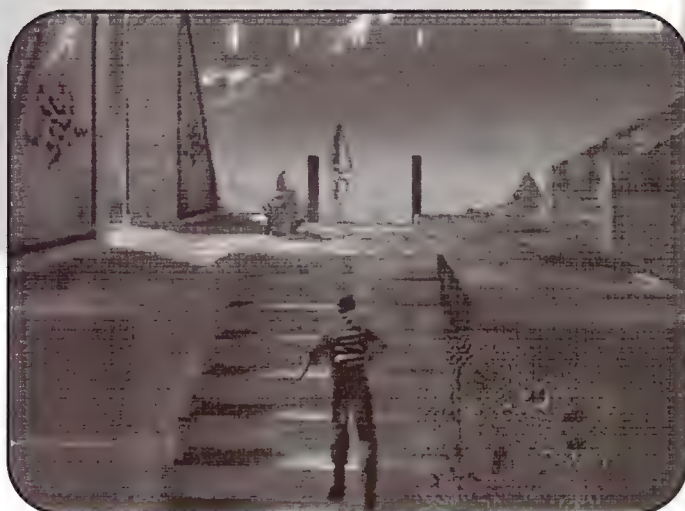
The Well of Essence has a distinctive appearance.

Talk to Zeo, the Talan there. Eventually you can tell him about the stone you found in the water. He'll thank you and ask you for it. Give it to him.



Giving the Essence Stone to Zeo can convince Maar to halt Riss production.

Now head west to the Temple Eluee. Talk to Shamaz Mazum. He'd like to help you, but he's been busy healing the Talan laborers the soldiers have injured. His Essence is getting weak, and he requires a substance called Magwa to replenish it.



Shamaz Mazum is at the Temple Eluee, which, with the exception of the Temple Fae, is the temple farthest west.

Head back toward the Well of Essence. Logar, a Talan working near there, sells Magwa. Ask the other Talan where exactly you can find Logar, and when you locate him, buy Magwa from him.



Logar sells the Magwa that Shamaz Mazum needs to replenish his strength.

Return to Shamaz Mazum and give him the Magwa. He'll thank you. Now he has the strength to heal Cutter, so take advantage of this if you need it. Engage him in conversation. He'll tell you of a stone tablet that explains the proper flow of Essence. You'll need Maar to lead you to this tablet in Mazum's home in the village, so head back there.



Head back to the village to speak with Maar.

Before you ask about Mazum's tablet, ask Maar again to stop Riss production. Because you returned the Essence Stone to the well, he'll consider it, but he won't actually do it unless you've killed enough soldiers. If you have, he'll confer with other Talan.



If Maar chooses to stop Riss production, a short cutscene shows him conferring with other Shamazaar leaders while Cutter waits.

If Maar tells you he still sees too many soldiers around, consider hunting more down and killing them. The next stage of this walk-through involves a lot of confrontation. If the Riss supply is cut off, the soldiers will be weaker and it will take fewer rounds to kill them. They also won't move as quickly.

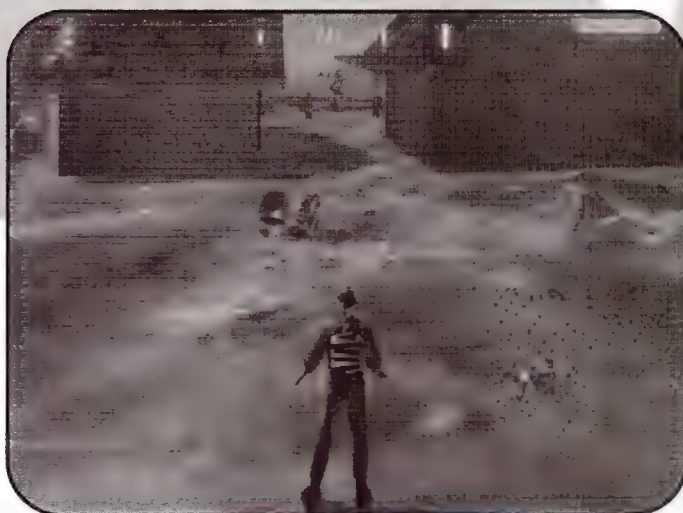
THE STONE TABLET

Speak with Maar about Mazum's stone tablet. He'll tell you he must retrieve it from the Shamaz' home. Follow him the short distance to the hut.



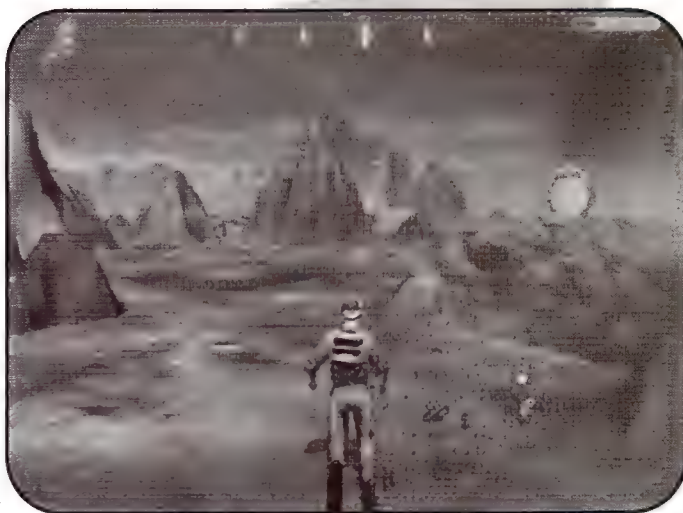
Maar will lead you to Shamaz Mazum's house, where the stone tablet is kept.

Maar will bring out a big, locked chest. When you ask him for the key, he'll tell you he's lost it. Then he'll suggest you blow up the chest. To do that, you'll need explosives.



The chest is big and sturdy, and the key is nowhere to be found. You'll need to blast it open.

If you have no explosives, there are a couple of places where you can get some. A Daoka lies south of the village, near Zalin's Twon-Ha pen; several soldiers guard it. You'll take them out eventually, anyway, so you might as well do it now. When you're finished, you'll find explosives near their little camp.



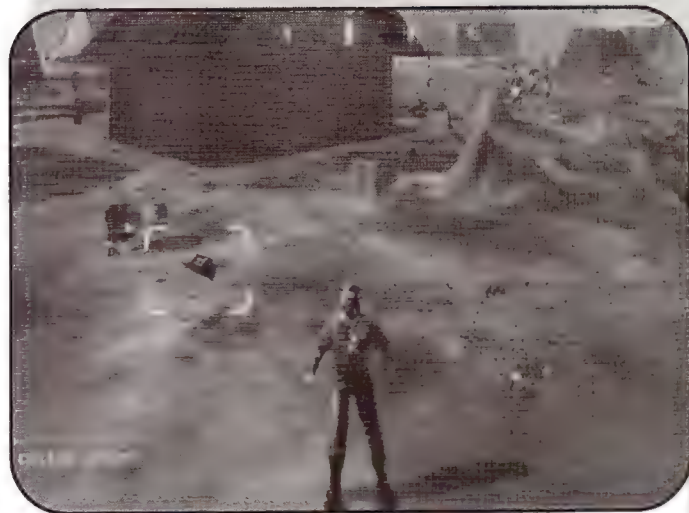
Find this Daoka near the village and kill the soldiers there.

A Riss storehouse lies near the village, just to the east. The trusting villagers have left the key outside the door. Get it and go inside where you'll find explosives and other items that belonged to Cutter originally.



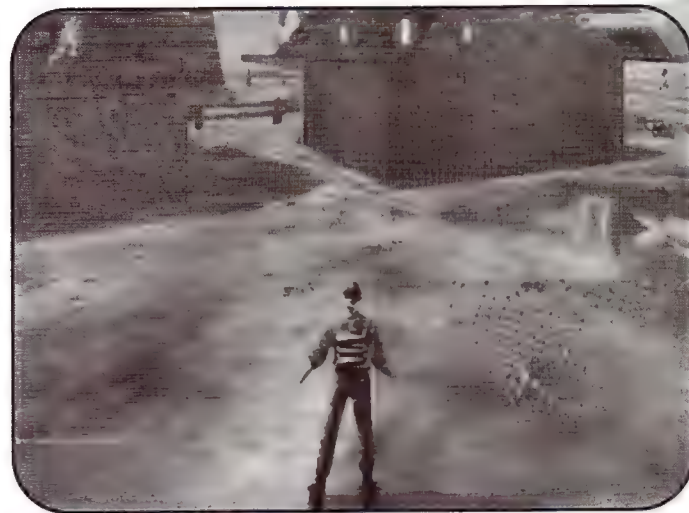
When you enter the Riss storehouse near the village, you'll find lots of ammo and other supplies. Shoot the stone pots for more valuables.

Armed with explosives, return to the wooden chest outside Mazum's home. Place an explosive next to it.



Drop a bundle of dynamite next to Mazum's chest.

Step back a good distance and make sure the coast is clear. Don't set off the explosives if any Talan are nearby; wait for them to go away. Either use a CLAPR-T or fire a round from the HK-PI2 to detonate the dynamite. When the smoke clears, the tablet will be sitting unharmed where the chest was before.



Pick up this stone tablet after you blow up the chest.

Now, return to Shamaz Mazum at the Temple Eluee. Give him the stone tablet and he'll thank you. Talk to him about everything that pops up in the conversation tree: this is one of the most important conversations you'll have in this region. You'll learn of the Essence Idols, and Mazum will explain how the symbols on the stone tablet relate to the four Essences.



This stone tablet shows the path of control from one Essence to the next. You'll need it when you've recovered the Essence Idols.

Pay attention to what Shamaz Mazum tells you, and examine the stone tablet after he hands it back to you. Each temple in this region has a small keyhole in the wall at the top, into which an Essence Idol will fit. To gain access to the Mon you must place all four Essence Idols in the correct temples.

It's time to collect the Essence Idols. Be sure to have Shamaz Mazum heal Cutter if he has any damage.

THE ESSENCE IDOLS

Make sure you have plenty of ammunition for your HK-PI2. If you don't have at least 80 rounds, it's worth a trip to the village to enlist the services of the Recreator.

You'll have to fight your way to each of three Riss storage bins. One lies west of the Temple Fae, one east of it, and one northeast, near the other temples. Start with that one.



Head east of the Temple Eluee and follow your map to the blight of red spots (enemy soldiers) to one of the Riss storage sheds.

Use your best combat skills. Many soldiers, and one very strong captain, await you at each location. The captain holds the key to the storehouse.

Cutter's gadgetry can help you with these battles. For example, if you sneak to the storage shed without letting the soldiers detect you, you can activate a UBIK-OA to distract them, and then sneak behind them and take them out.



Soldiers fiercely guard each Riss storage bin, where the Essence Idols are kept.

TIP No matter how you approach the battles at each grain storage shed, *save your game before and after each*. Even if you've stopped the Riss production, the soldiers may be weaker, but what they lack in strength, they make up for in numbers.

Once you've killed all the soldiers, get the key from the captain.



You can identify the captain in several ways: he's the tough guard in black carrying the heaviest weapon, and when you kill him, the Advisor will detect a key.

Use the key to open the Riss storehouse. In each case, you'll be greatly rewarded. Each storehouse holds a lot of ammunition, as well as several gadgets and a few bags of money. Shoot all the clay pots. One clay pot in each shed contains an oddly shaped object the Advisor identifies as a key: this is an Essence Idol.



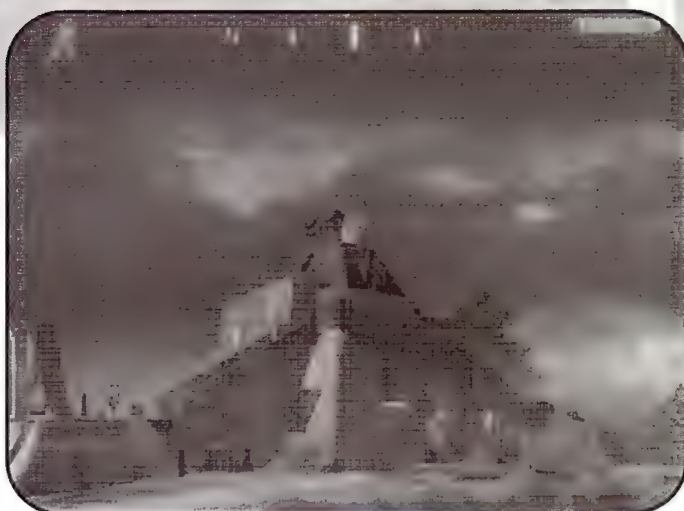
Listen for the words "key detected" when you're in a Riss shed. Then pick up the Essence Idol.

Unlike most regions, Shamazaar has two Shamaz. Take advantage of this by visiting the nearest one for healing after each battle.

After you pick up the three available Essence Idols, you must visit each temple, find the keyhole, and insert an Essence Idol. Take a look at the stone tablet you acquired from Shamaz Mazum. Its symbols match the shapes

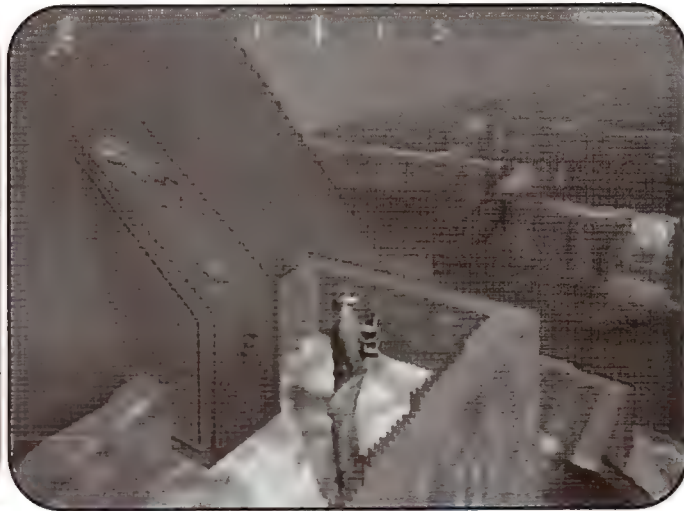
of the Essence Idols. They also match the carved statues atop each temple.

First, visit the Temple Eluee, where Shamaz Mazum spends his time.



This is the Temple Eluee. Note the symbol on top.

Get to the landing Mazum's on, and then climb the stairs from there. Follow the walkway at the top of the temple to the end. A dark portion of the wall protrudes. Face it.



Insert the Essence Idol in the square hole in the protruding section of wall.

Go into your Backpack and select an Essence Idol. You might think you need the one shaped like the symbol atop this temple, but look at the stone tablet: you actually want the Essence Idol that corresponds with the one an arrow on the temple is pointing to!



Insert the highlighted Essence Idol into the socket in the Temple Eluee.

After inserting the proper Essence Idol, return to ground level and make your way to the next temple. The nearest one to Eluee is the Temple Ghanda.



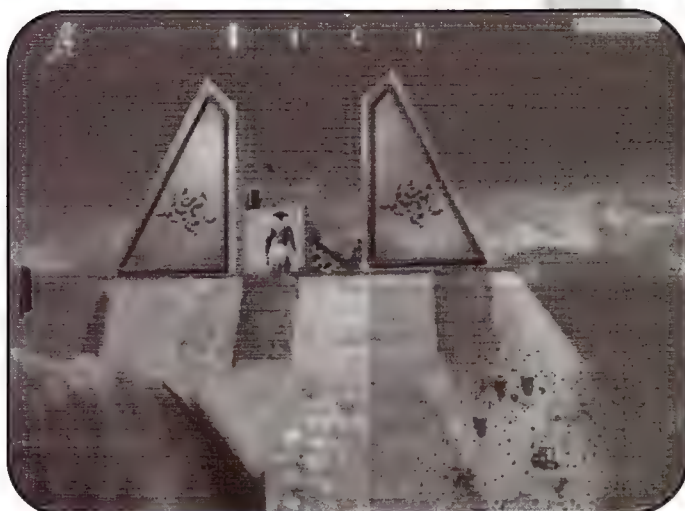
The symbol atop this temple represents the Essence Ghanda.

Again, climb to the top. Find the keyhole, and insert the Essence Idol whose symbol points at the Ghanda symbol on the tablet.



Insert this Essence Idol in the Temple Ghanda keyhole.

Head back down and move to the last of the smaller temples, the Temple Ka.



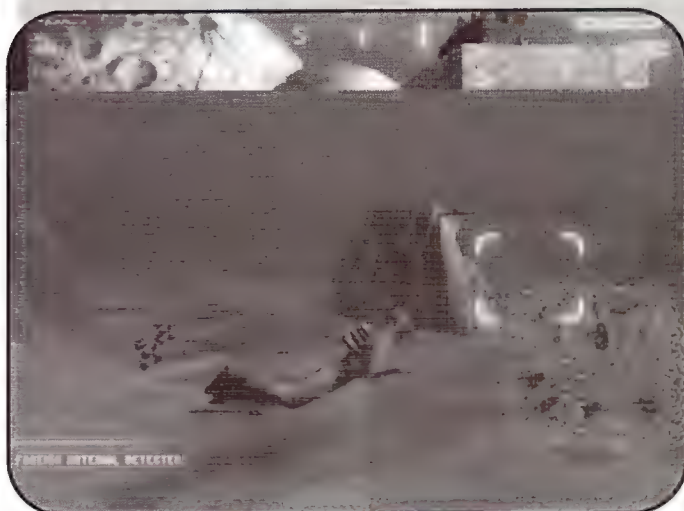
The symbol on this temple denotes the Essence Ka.

There's a commotion at this temple. When you climb to the first landing, you'll see a Talan yelling at some other Talan to hurry and clear the debris. Talk to him, and he'll tell you they've accidentally blocked the staircase to the top of the temple. He fears the soldiers will revert them if they don't clear the debris quickly enough.



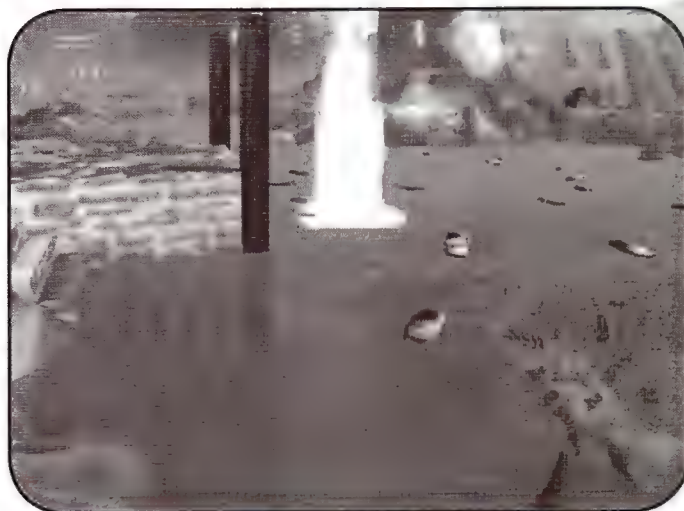
If they're not fast enough, all that debris could mean the deaths of the Talan working to clear it.

If you have dynamite, tell him to clear his men out. If not, you must find some. A pond lies east of this temple, next to the one in which you found the Essence Stone. In it, there's a fake, robotic Gorgor that's meant to scare the Talan workers into submission. Jump into the pond: the "Gorgor" is surrounded by dynamite.



Take the dynamite from around this artificial Gorgor, but leave at least one bundle behind so you can blow up this cruel hoax.

Take all but one bundle. Leave the water and set off the lone bundle, either by shooting it or using a CLAPR-T. Then head back to the Temple Ka.



No more Gorgor! The Talan at Temple Ka will be pleased.

Talk again to the work leader at this temple. Tell him you "killed" the Gorgor, and he'll be thrilled. Then tell him to clear his men out. Climb to the debris pile and drop a bundle of dynamite.



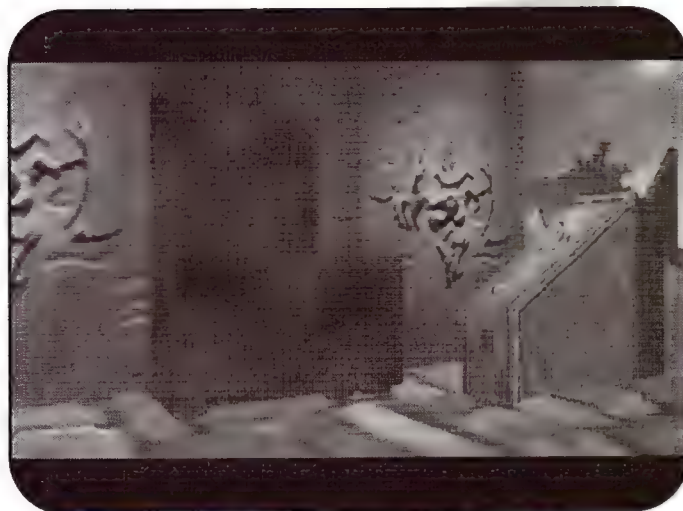
Place an explosive next to the debris pile.

Return to the landing and detonate the explosive. Watch out for flying debris!



***Boom!* You've cleared a path to the keyhole atop the Temple Ka, saved a bunch of innocent Talan, and helped your reputation.**

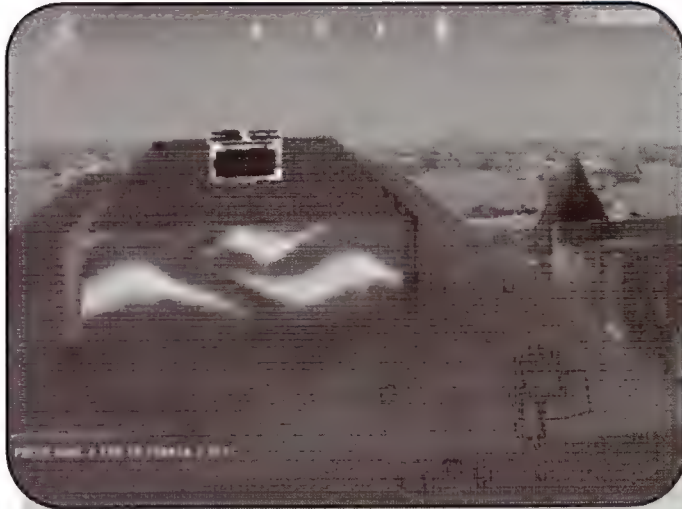
Tell the leader the problem is solved. Then climb to the top of the temple and insert your last Essence Idol in the socket. You'll view a cutscene set within the Temple Fae. By inserting the Essence Idols in their proper order, you've made the Temple Fae's keyhole accessible.



Now you can insert the final Essence Idol in the Temple Fae's socket.

The next step is getting into the Temple Fae. If you thought the Riss storehouses were heavily guarded, you haven't seen anything yet.

THE TEMPLE FAE



Somewhere in the foreboding Temple Fae lies this—the box containing the Mon.

Before you try to breach this enemy stronghold, head for a Shamaz and get healed. Also, beef up your ammo supply. Consider this: you need three to four rounds to kill each soldier—more if the Riss supply hasn't been stopped. If you're a good shot, it will take only six to eight rounds to finish each enemy. If you're not, count on using 10 or more rounds per foe.

There are at least 10 enemy soldiers, plus a captain.

If you don't have 100 rounds of ammunition, visit the Recreator back in the village. Keep him busy until you're well-stocked.

TIP It takes the Recreator only about a minute to finish an order.

A moat filled with spiny fish surrounds the Temple Fae. Swim around in it, anyway, because quite a few gadgets and other items lie on the bottom. The stairway leading out of the moat and onto the island is south of the Temple Fae.



Swim the moat, if you dare. You'll be rewarded for your trouble.

The entrance to the temple is on the north side. Several guards wait inside, and more wander around the island. Make your way to the north side of the temple, dispensing with any soldiers you meet on the way.

On the north side, a stairway ascends into the temple. This is an excellent place to make a stand, because soldiers will try to come down to kill you. Hunker down and pick them off as they do.

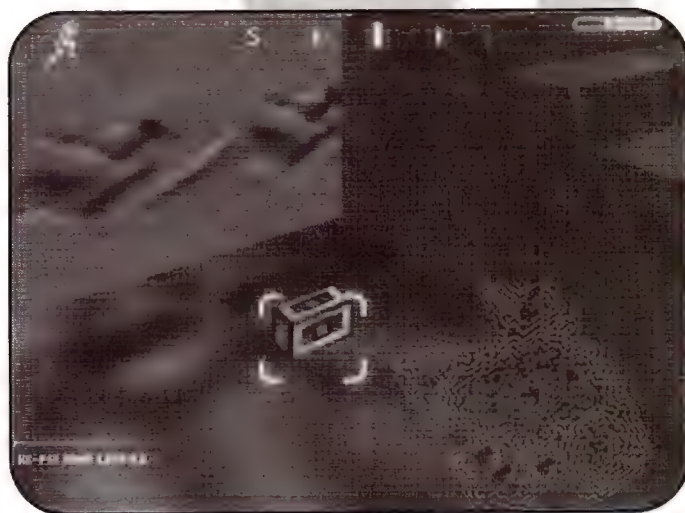




The stairway is a bottleneck, and soldiers that try to come down are easy targets.

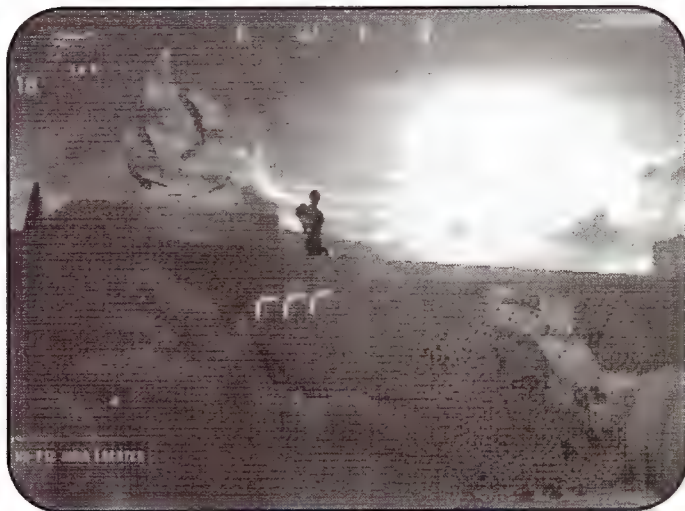
TIP If you can make it to the stairway into the temple before most of the soldiers come out, lay some dynamite and a THNDR-STP33 on it. Then create a commotion. Some soldiers, including the captain, probably will walk out into your trap when you start killing those outside the temple.

When no more soldiers come out, head up the stairs carefully. At the top, turn right to find more ammo for your HK-P12.



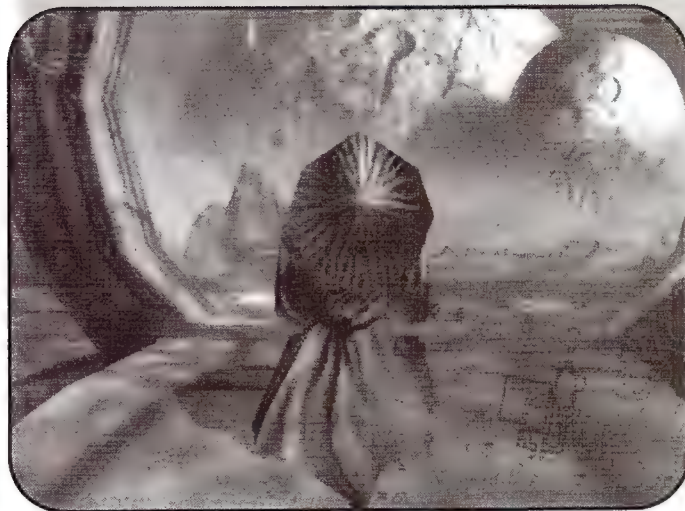
If you're low on ammo, you'll find more to the right of the temple entrance.

Be careful as you breach the different areas of temple. Soldiers will fire down at you from the walkways overlooking most of the larger rooms and patios.



Pay attention to the tops of the temple walls. This captain was waiting to fire from his elevated position.

A courtyard in the temple holds two Daokas. At some point, a Talan emerges from the one leading to Okasankaar: it's Naarn, and he has the last Essence Idol. If there are still soldiers around, finish them off before you talk to him.

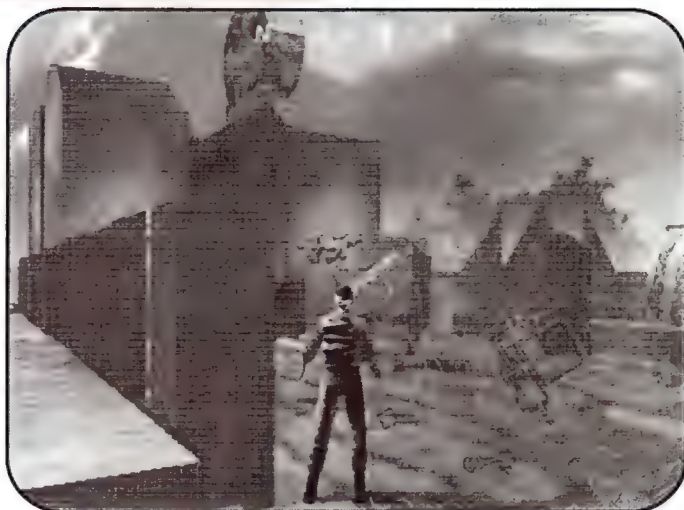


This is Naarn. When you're done with the soldiers, talk to him.

NOTE Don't worry about protecting Naarn from enemy fire. He's terribly weak and wounded, and he'll die no matter what you do. If he's killed before you can speak with him, he'll drop the Essence Idol so you can pick it up and use it.

When you've retrieved the last Essence Idol from Naarn, it's time to get the Mon. Head up to an elevated patio on the west side of the temple. Facing north on this platform, you'll see a protrusion on the right side with a keyhole in it like those in the other temples. In front of you, there's a red wall with a giant block staircase in the middle of it.





Find the courtyard with the keyhole, and then insert the final Essence Idol.

Insert the Essence Idol, and watch a cutscene showing the flame on the top of the temple going out. The Mon lies where the flame once burned. The flame remains extinguished for only a few seconds, so get the Mon quickly. Jump up the steps in the north wall.



Climb these giant steps to reach the Mon, but do it quickly: the flame won't be out for long.

At the top, you'll see a black box with silver trim. Walk to it. The Mon is inside.



You've done it! The Mon is in this box.

You'll view another cutscene of Cutter claiming the Mon. He remarks that, amazingly enough, it's a computer card.

Save your game now!

Head out of the temple. Your work on Shamazaar is done—for now. Proceed to the Daoka in the south, near the village. The two Daokas in the Temple Fae open to heavily guarded areas.

AFTER YOU GET THE FIRST MON...

Shortly after you acquire the first Mon, Cutter receives a communication from Marion Wolfe, one of Cutter's companions. She says she's in trouble, but she doesn't know where she is. She can see a pyramid.



When you get this "holocall" (holographic communication), drop everything and head for Talanzaar.

Marion's in the city of Okriana, in Talanzaar. To find her, travel to that region. If you're in Shamazaar, you can get there through the Daoka in the south, near the village.

If you haven't done so already, find Shamaz Zokrace. His house lies west of the Palace Fae—the gigantic structure in the

middle of the region. Speak to him, and he'll send you to Zeb's bar, to the south. Find Zeb, and he'll tell you Wolfe is being held in a house west of the palace.

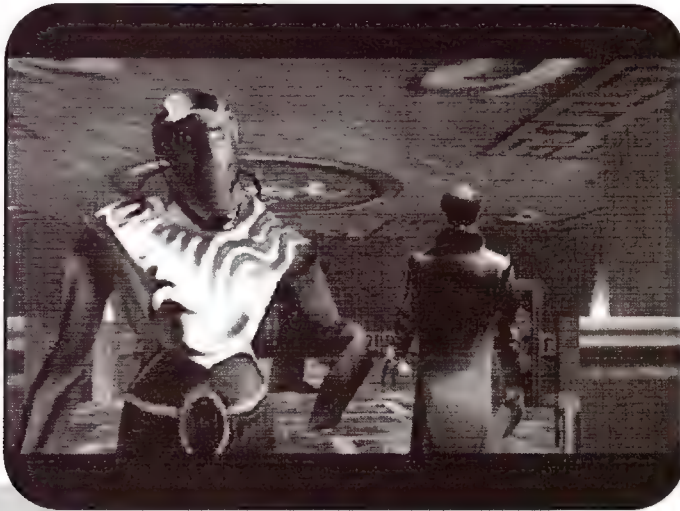
Run around near the houses west of the palace. Use your map and be methodical; try to run near every house without retracing your steps. Eventually you'll pass close enough to the right house to trigger a video sequence.



When you see this cutscene, you can relax. You've found Marion.

Watch closely: Cutter sends Marion to the Guardian camp, much to her chagrin. He wants her safe, so he doesn't have to worry about her. Then the cutscene zooms in on the Palace Fae, and you'll glimpse Kroax, the massive Talan who gives the soldiers their orders.

You'll also get a look at Fae Rhan. Prepare to be surprised.



You finally see the apocalyptic faces of your enemies. That's Kroax on the left. Fae Rhan, the evil ruler of the Talan people, is on the right. Now you know who you're dealing with. Continue on your journey to terminate his command.

OTHER QUESTS IN SHAMAZAAR

This walkthrough covered the fastest way to get the Mon in this region. It also told you how to stem this region's flow of resources. Many other optional quests and activities here will gain Cutter rewards, boost his reputation, and extend your gameplay hours. Just talk to the right Talan.

These activities include:

- Zalinus sells Twon-Ha near his pen just east of the village. If you've acquired enough money from hidden caches and dead soldiers, you can buy one outright, but he'll lower the price if you perform some good deeds for him.
- Find Ilott and tell him Naarn is dead.
- Destroy the boats that move from the island of the Temple Fae to the Riss fields.
- A Talan west of the temple has an accident with some dynamite. Watch for an explosion as you pass nearby. You can help him.
- Talk to the Riss counters—stationary Talan to whom workers bring Riss. They have some tasks for you, as well.

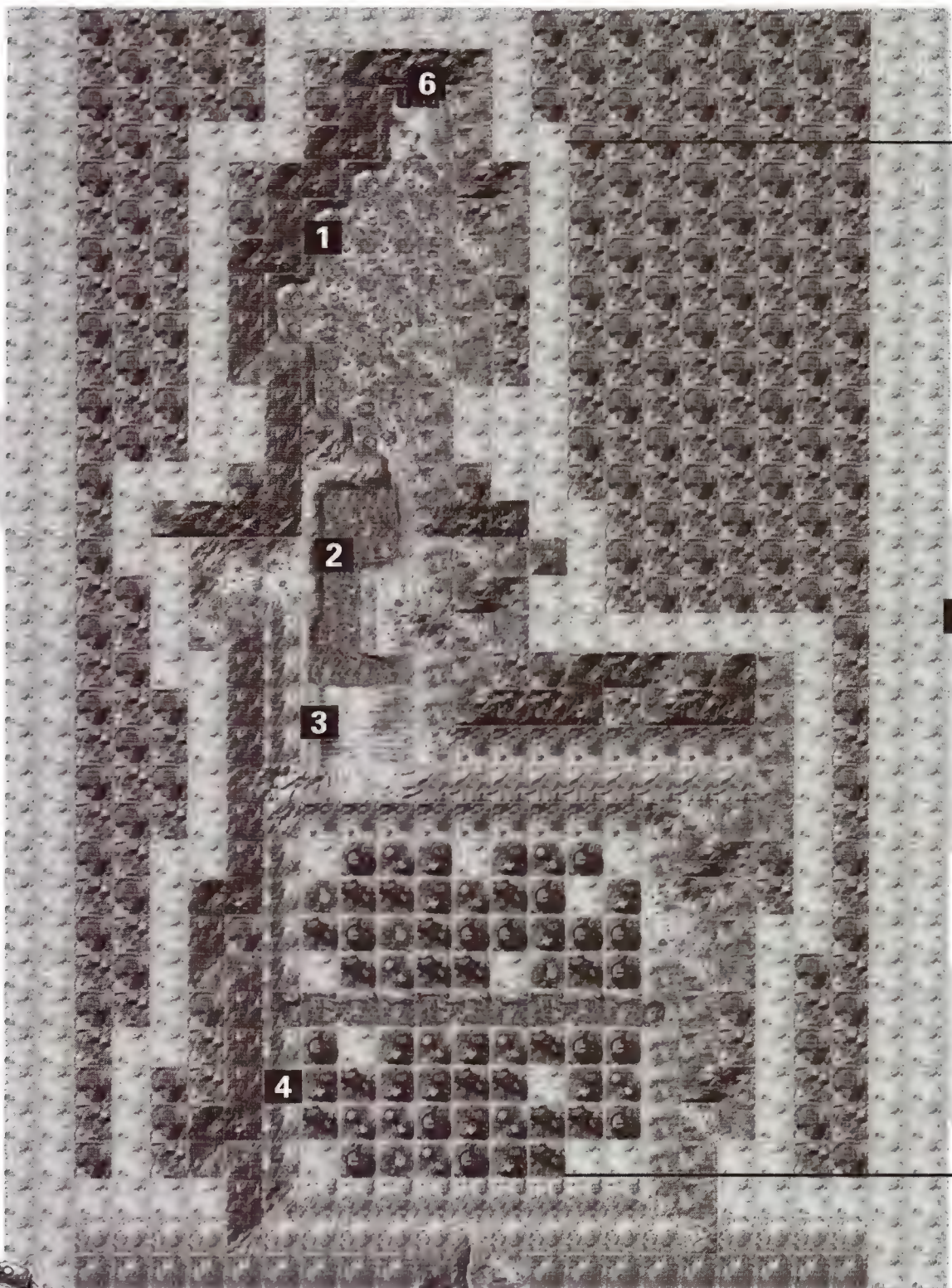
MOTAZAAR

9

Because it's mostly impassable mountains, this region is small compared to Shamazaar. The arid climate has made the entire region a desert. The only plants growing here are dangerous Gwarats—cacti that shoot their spines at passers-by.

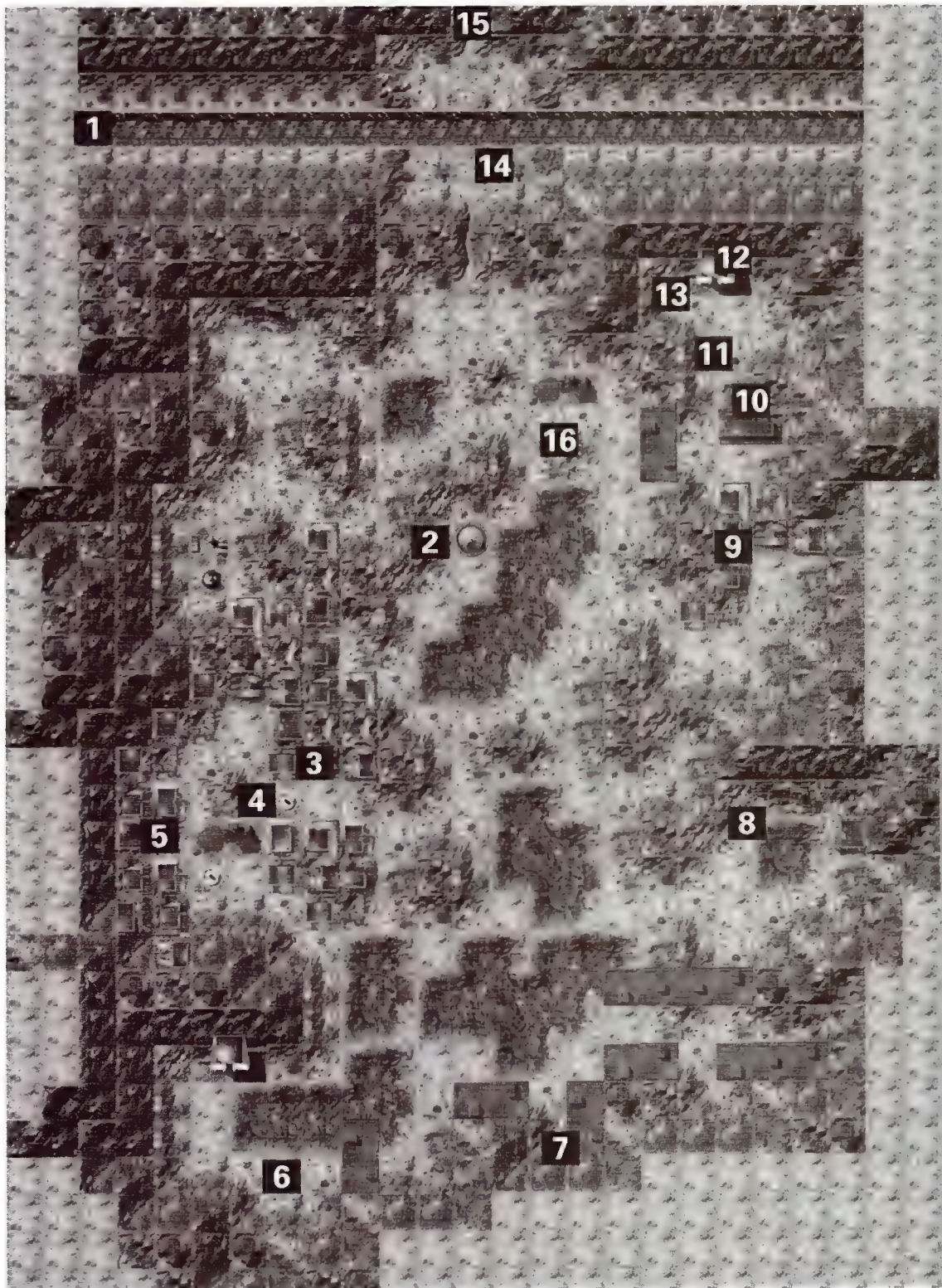
This region also features deep lava pits where Cutter will die instantly if he falls in. Geysers discharging superheated, yellow gasses also do immense damage if Cutter is over one when it blows.

MOTAZAAR-North

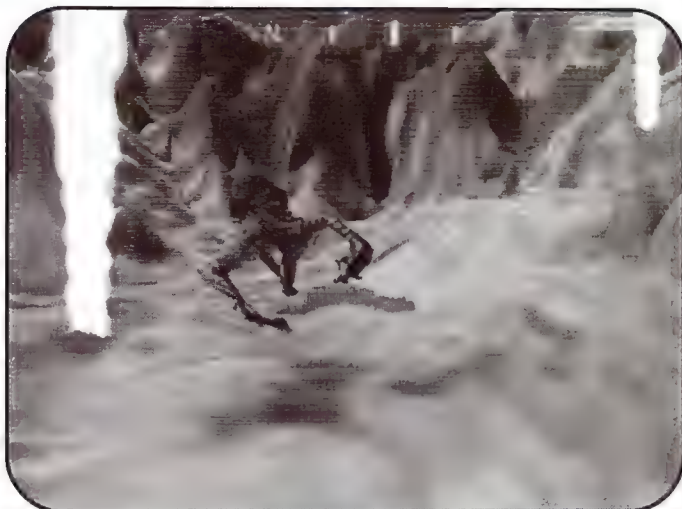


- 1 Lava Divots
- 2 Jumping Blocks
- 3 Rolling Boulders
- 4 Maze
- 5 Trial of Fae
- 6 Samaz Ker's Cell

MOTAZAAR-South



- 1 Ravine
- 2 Kaful (Zoran)
- 3 Recreator
- 4 Village Entrance (Ashkar)
- 5 Village
- 6 Bridge Part (Gamors)
- 7 Stronghold
- 8 Dig Site
- 9 Choke Point (when attacking stronghold)
- 10 Room with Map of Trial of Fae
- 11 Stronghold
- 12 Shamaz Zagy's House
- 13 Daoka to Shamazaar
- 14 Bridge
- 15 To Northern Motazaar (Trial of Fae)
- 16 Doaka to Talanzaar



These hot geysers are deadly both to you and your Twon-Ha (if you have one).



Whether you're walking or riding, be careful getting around. That lava means instant death.

Two major Fae Rhan strongholds lie in this area, but there are fewer patrols than in Shamazaar, and neither stronghold compares to the mighty Temple Fae.

A long, deep east-west ravine cuts off the northern portion of Motazaar from the remainder of the region. Beyond it lies the Trial of Fae—a dangerous maze of lava, rolling boulders, and other threats.

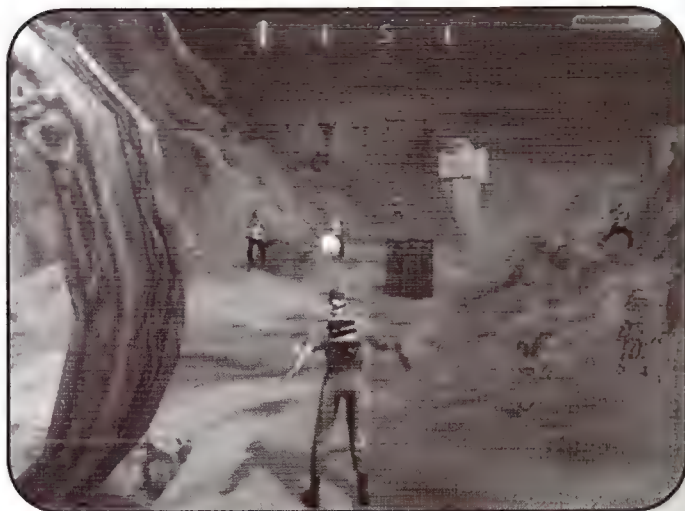


You must cross this rift later in the Motazaar walkthrough.

A town in the southwest and a group of Helidium miners make up the region's two friendly encampments. All Adelpha's Helidium comes from this region.

ARRIVAL

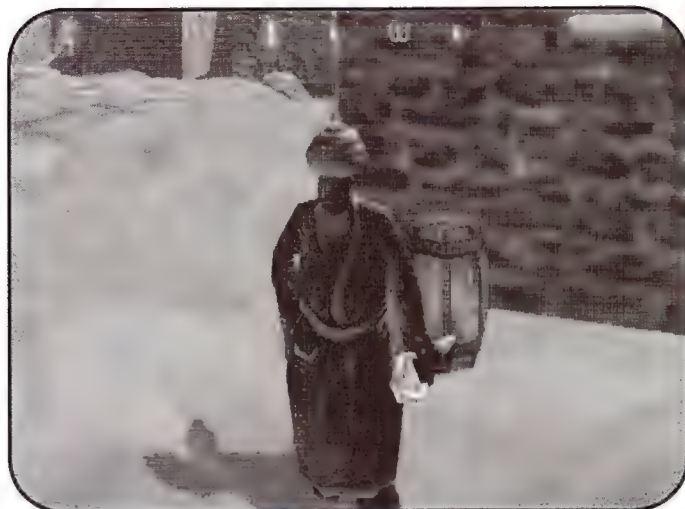
To reach Motazaar for this walkthrough, you must traverse a different region first. After you've finished in Shamazaar, don't enter the Daoka that leads directly to Motazaar—it deposits you in the middle of a military encampment, and means almost certain death.



Don't go directly from Shamazaar to Motazaar, unless you have exceptionally quick reflexes.

Instead, take the Daoka in the south, near Zalinās's Twon-Ha pen. (Buy a Twon-Ha from him, if you haven't already.) This Daoka leads to Talanzaar. You can't get the Mon in that region until the end of the game, so your stay here now will be brief.

TIP Look up the three Talan brothers who sell "sacred objects"—that is, Cutter's gear. They're an excellent source of weapons more powerful than the HK-P12. In fact, purchasing weapons from them is the easiest way to acquire them. Some areas of the Motazaar walkthrough will demand weapons more powerful than the HK-P12.



These purple-and-green-clad merchants will happily sell Cutter his own equipment.

The Daoka from Talanzaar to Motazaar lies outside the city walls to the east. Look for an open area near an entrance. The Daoka is guarded, so you must lay waste a few soldiers to get to it.



Find this Daoka, which leads to Motazaar, on the east side of Okriana. Be ready for a fight, though.

Once you've dispensed with the guards, pass through the Daoka. You'll arrive in a barren desert. There's a Talan nearby. Talk to him.



Welcome to Motazaar. This Talan is your Welcome Wagon.

He says he's been waiting for you, and tells you Fae Rhan's forces have imprisoned Shamaz Keb, who knows where the Mon is. He suggests you go to the village to the west and find Ashkar, leader of the region, and speak with him.



When the Talan who greeted you leaves through the Daoka, head west toward this village.

The village is crowded with thin Talan slaves in white shorts. A character named Mobarr, in blue, stands near a grinding stone. You don't need to talk to him, but he makes a good point of reference.



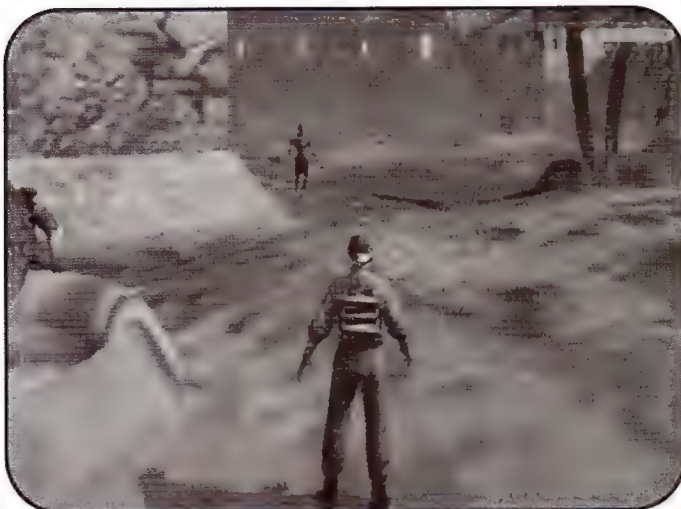
This is the main entrance to the Talan village. Mobarr is the guy in blue.

The Recreator is immediately to the right (north) of the big grinding stone. Go to him immediately and get him started on making ammo.



The Recreator lives just north of the village entrance.

Walk farther into the village. You'll see a pond on the left. Ashkar will be around somewhere in the vicinity. He wears black shorts. Speak to him immediately.



Ashkar is usually near this pond. If you can't find him, ask around.

Ask him about everything. He'll elaborate on Shamaz Keb's predicament: his prison cell lies in the north, beyond the ravine. Soon, high soldiers will arrive to escort him to Talanzaar, where he'll be publicly executed.

It annoys Fae Rhan that the Talans retain so much faith in the Shamaz. He believes publicly reverting a Shamaz will demonstrate that even spiritual leaders are defenseless before him.

Cutter can delay the execution by damaging a mechanical bridge, the only means of crossing the ravine. With the soldiers delayed, Cutter can intercept and prevent them from continuing.

Ashkar also mentions the presence of a new, young Shamaz who has information that will help Cutter rescue Shamaz Keb. Shamaz Zagy's temple lies in the soldier camp to the northeast.

Finally, Cutter can ask Ashkar to halt the production of Helidium. Without it, the soldiers can't replace their worn-out weapons or create new, more powerful ones.

Stopping the flow of this resource is a goal for this walkthrough. To convince Ashkar, you must save Shamaz Zeb, which must be done anyway to access the Mon.

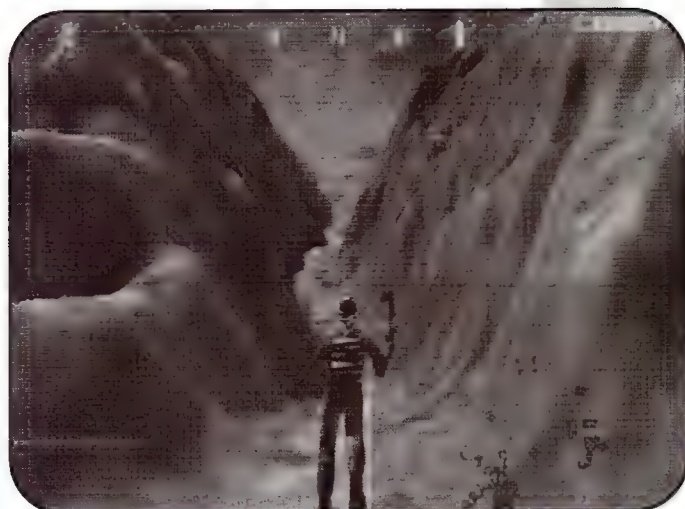
BRIDGE OUT

Explore the village for ammunition and artifacts. Look in every room you can find; there's valuable equipment here. Also, keep your eyes open for keys and locked storerooms.



Some houses and storerooms yield generous bounties.

Now, go damage the bridge. Head northeast and follow the HUD map to a narrow pass through the mountains. It leads to the crevice, and then to the mechanical bridge.



Make your way through this pass to reach the bridge. Your Twon-Ha will fit, but there's no real reason to bring it.

You can't miss the bridge mechanism. Cranes support four hanging platforms. Look east for a motor drive that manipulates these cages into a hanging bridge.



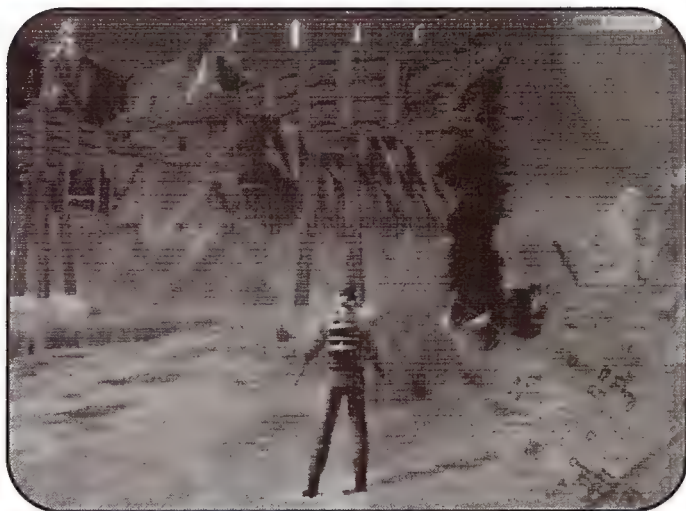
You must destroy—or at least damage—this mechanism to delay the execution of Shamaz Keb.

Lay a bundle of dynamite next to the mechanism and back away. Watch out for the Gwarat to the west. Then detonate the explosive (either shoot it or use a CLAPR-T).



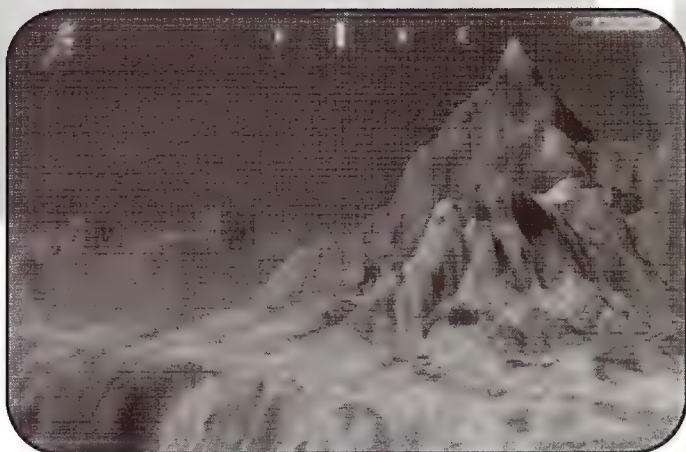
Stand a good distance away from the blast area.

If black smoke isn't pouring from the damaged drive motor, you didn't lay the explosive close enough to damage the mechanism.



Black smoke tells you you've done enough damage to disable the bridge.

You should later return to the village to tell Ashkar what you've done. Now, however, it's time to clear out the soldier encampment in the east and talk to Shamaz Zagy. If your ammo supply is low (it shouldn't be after you've searched the village for supplies), visit the Recreator first.



The soldier encampment holds a lot of bad guys, but there's only one captain, and there's a good choke point for an attack.

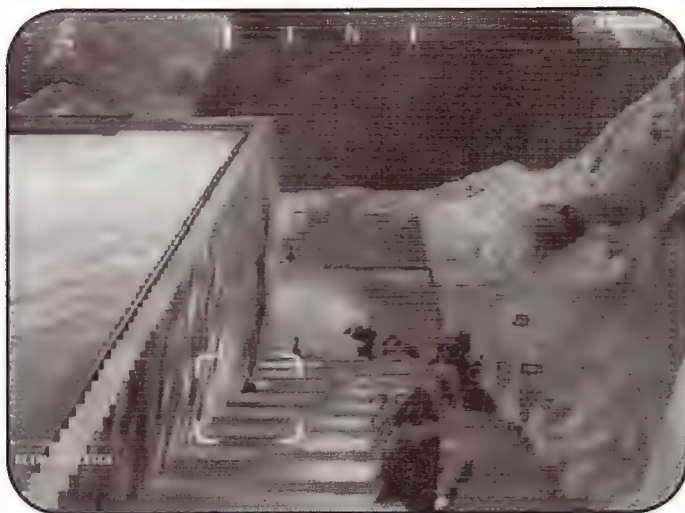
Approach the encampment from the south. Kill any soldiers in the southern area, and then start up the staircase farthest west.



Finish off the soldiers in the southern area, and then head up this stairway.

If you follow the stairway north, past doorways and branching paths, it peaks and then descends into a more fortified area. Don't go beyond the peak.

As the staircase leads into the camp, it turns left 90 degrees behind a building. Some soldiers will climb the stairs. As they round that corner, you can pick them off with a powerful weapon, such as the UZA-HA, or, if you have one (and lots of ammo), the HAWK-MK8.



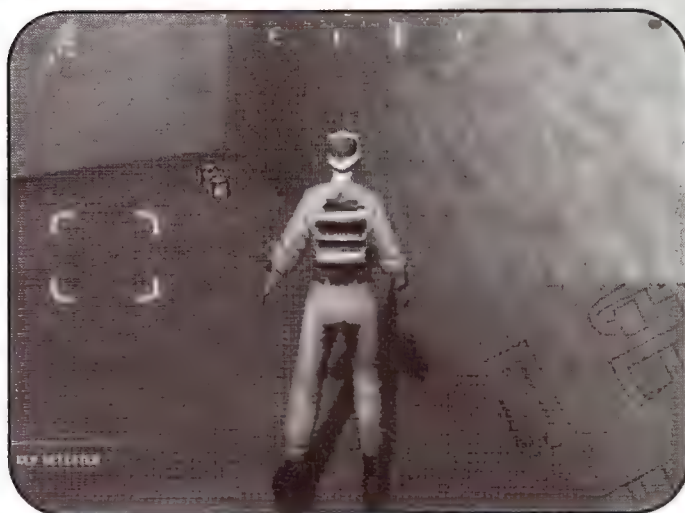
Look at that pile of bodies! This peak is an excellent place to hold your ground and revert lots of soldiers.

When all the red circles are gone from your HUD radar, it's safe to search the encampment for supplies. Peer into every door; you'll find even more valuables here than you did in the village.



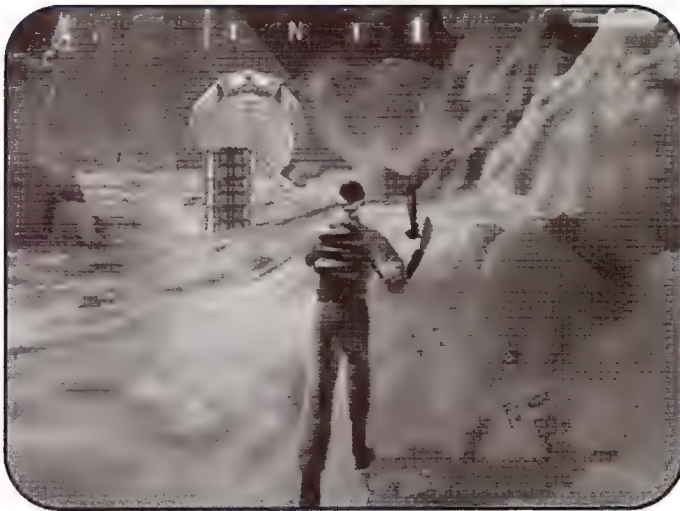
Look in all the huts and houses for ammunition, gadgets, and other goodies.

Make a special effort to find a room at the bottom of a two-story structure to the east. Inside, you'll find three oddly shaped keys and, on the north wall, a stone map.



These keys will come in handy when you rescue Shamaz Keb.

Head north to Shamaz Zagy's temple. Talk to him about Shamaz Keb. Zagy describes a hostile area north of the ravine—the Trial of Fae—that you must cross to reach Shamaz Keb's cell.



Shamaz Zagy's temple lies beyond that Daoka, which leads to the Temple Fae in Shamazaar. If you'd arrived in this region through that particular Daoka, you'd have appeared in the middle of this heavily populated soldier camp.

When Zagy asks for the map, hand it to him. He'll draw a path through the first part of the Trial of Fae. Look at it now. You'll refer to it often as you pass through that part of the trial.



Speak to Zagy and hand him the map when he asks for it.

Have Zagy heal you, if you need it. Zagy is now essentially useless, unless you become wounded and need him to heal you. Return to the village on the far side of the region and locate Ashkar.

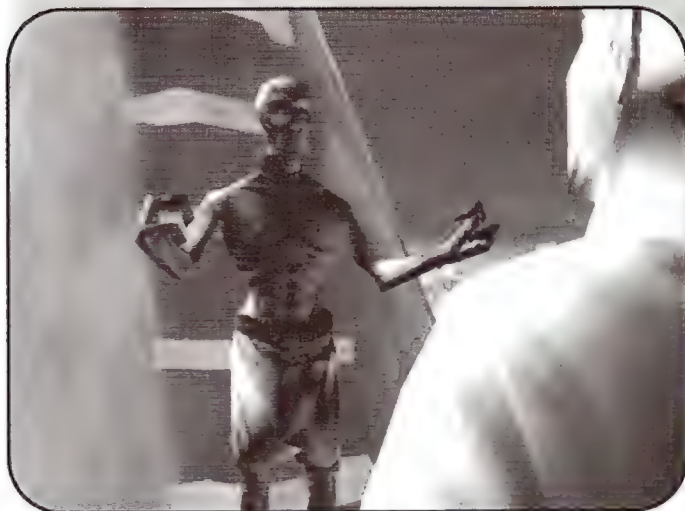
THE BRIDGE PART

Damaging the bridge may have stalled the high soldiers, but it also prevents *you* from reaching Shamaz Keb. Talk to Ashkar about this. He'll direct you to Zoran, the designer of the bridge. You'll find Zoran at the Kaful (windmill) northeast of the village.



Return to the village and speak to Ashkar. He's pleased that the bridge is damaged, but he knows you'll need to repair it in order to cross over to Shamaz Keb.

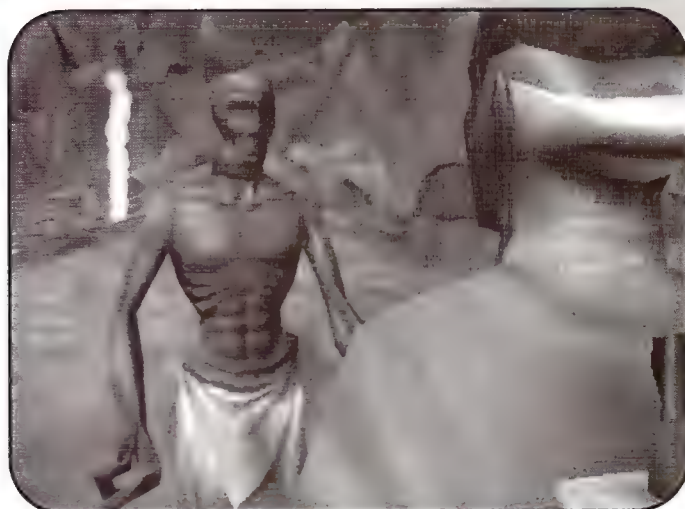
Head to the Kaful, Adelpha's only windmill. Use your Binoculars if you can't see it right away. Kill the soldiers nearby; then approach Zoran and talk to him. He's angry at you for damaging his invention.



Zoran has some harsh words for the Ulukai, but Cutter can talk sense into him.

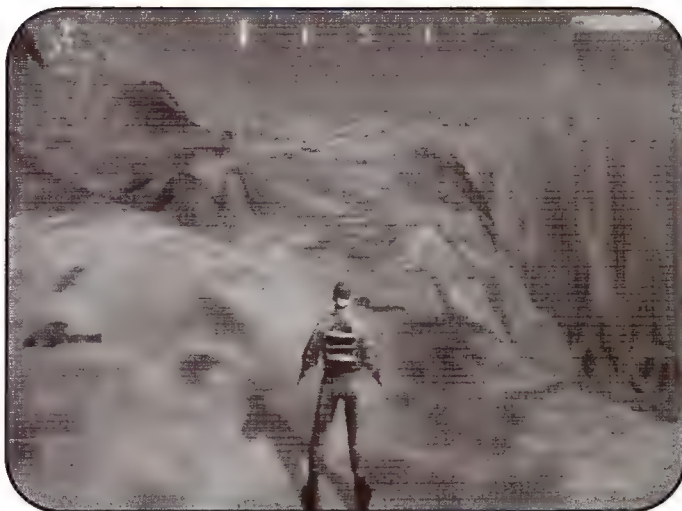
Ask him what it would take to repair the bridge, and he'll tell you he needs a certain part. He's already sent his nephew, Makee, to Talanzaar to fetch it. He wants you to find Makee and send him directly to the bridge with the part.

Head for the Daoka you entered this region through. You won't have to go through it, though. Makee is sitting near it. Speak to him.



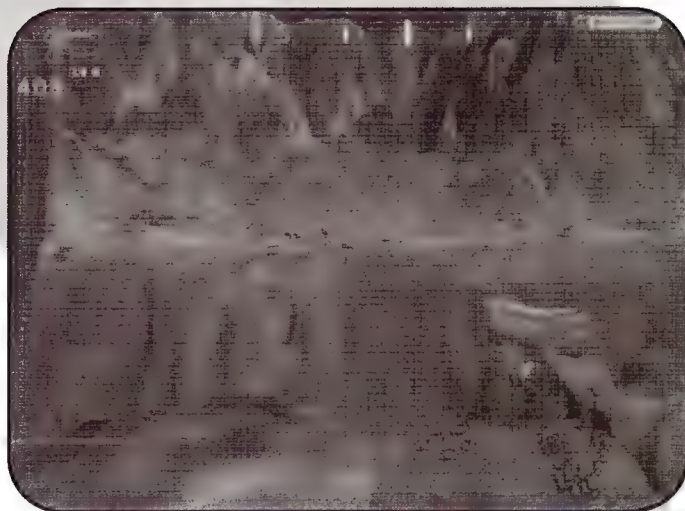
Makee has bad news about the bridge part.

He confesses that a friend of his (who shouldn't have been involved) had the replacement part, but Gamors attacked him and dragged him off. Follow the trail of tattered clothes to the south.



The Gamors that dragged away Makee's friend left this gruesome trail.

You'll reach a point where you can see the Gamors across a broad lava pit. Kill them from there so they can't hurt you. Then move around the lava pit and pick up the part from near the unfortunate Talan.



Kill the Gamors from afar to avoid ending up like Makee's friend.

After you grab the bridge part, a cutscene shows three elite guards—the high soldiers—stepping through a Daoka into Motazaar. One holds a key like those you picked up in the soldier camp—theirs opens Shamaz Keb's cell. You can't save him unless you face them.



The high soldiers have come to escort Shamaz Keb to his execution. They can't get to him unless you deliver the bridge part in your possession, but you can't get to him without the key—in *their* possession.

CROSSING THE RAVINE

Return to the enemy stronghold in the northeast. You'll find the high soldiers near Shamaz Zagy's house. You must kill them to get the key.



Head back to the stronghold where you met Shamaz Zagy.

If you have powerful weapons, such as the HAWK-MK8, check your ammo supply. If necessary, have the village Recreator make some ammo for you before you take on the high soldiers.

TIP Here's an effective way to deal with the high soldiers.

Remember the choke point on the stairs where you defeated the soldiers earlier? Run past it to the landing where the stairs curve around the building. The soldiers will notice and come toward you. Drop a few bundles of dynamite, and then head back up the stairs. About halfway to the peak, drop a THNDR-STP33. Run over the peak to the other side, draw a powerful weapon, and wait. Mop up any soldiers that remain after the explosion.



Some well-placed explosives can end the fight with the high soldiers quickly.

Search the bodies for the key to Shamaz Keb's cell.



One of the high soldiers carries this key. You need it.

When you have the key, visit Shamaz Zagy for a healing, if necessary

With the high soldiers dead, Shamaz Keb is out of immediate danger. But it's only a matter of time before Fae Rhan sends another detachment. You must get Keb out of his cell and back to the relative safety of the village.

Zoran is waiting for Makee to deliver the part so he can repair the bridge. Return to Makee and talk to him.



The forlorn Makee is grateful that Cutter retrieved the bridge part, but he's afraid to face his uncle, Zoran.

In a deeply moving conversation, Makee confesses to Cutter that he's too overwhelmed by the death of his friend to face his uncle's wrath. Cutter offers to take the part to Zoran.

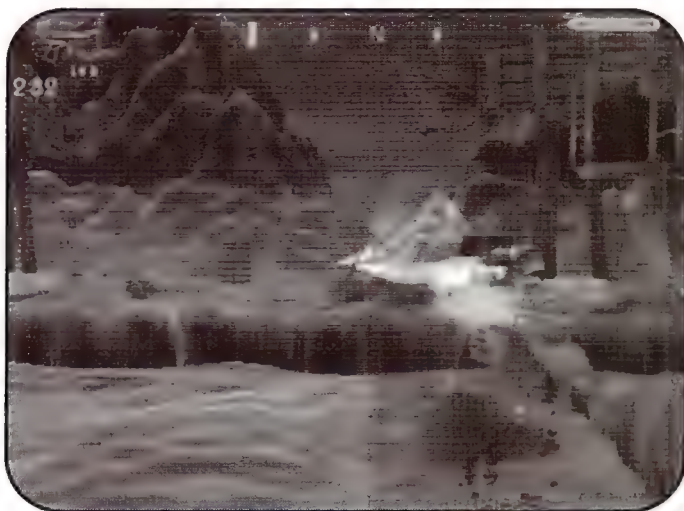
Head back to the bridge. Talk to Zoran, near the motor mechanism.



Zoran isn't happy to see Cutter near his masterpiece again.

Deliver the part. Zoran will repair the bridge, but he fears enemy soldiers across the rift will hear and attack. You must provide cover for him while he works.

TIP Save the game before you deliver the part to Zoran. If anything goes wrong here, Cutter's mission ends in failure.



Enemy soldiers attack relentlessly from across the ravine while Zoran works. If they kill him, no one can fix the bridge.

Battle the enemy soldiers attacking from the north. Their assault is startling in its ferocity, especially given the distance. When all the soldiers are dead and the repairs are done, Zoran warns you never to damage his bridge again.



After Zoran repairs the bridge and lowers the platforms into place, it's OK to relax for a minute.

Cross the bridge. Pick up the goodies on the other side, but remain wary of Gwarats.



There are useful items on the far side of the bridge, but nearby Gwarats make it hard to grab them.

A narrow path runs north from the other side of the bridge. Follow it.

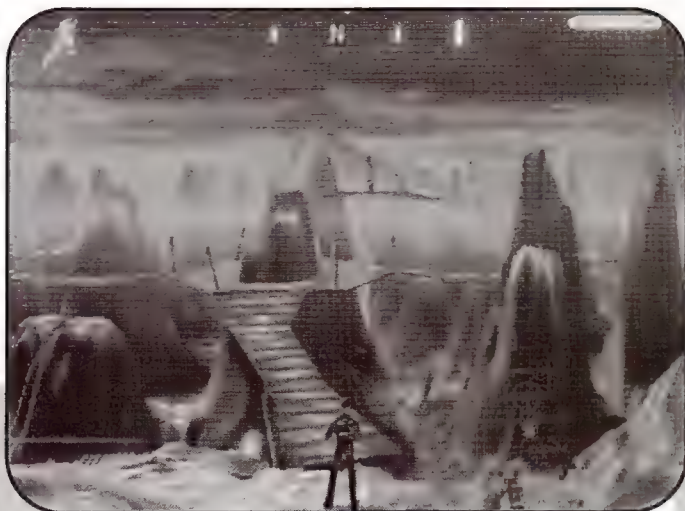


This pass leads to the Trial of Fae.



THE TRIAL OF FAE

The narrow pass opens on a complex maze of hanging bridges.



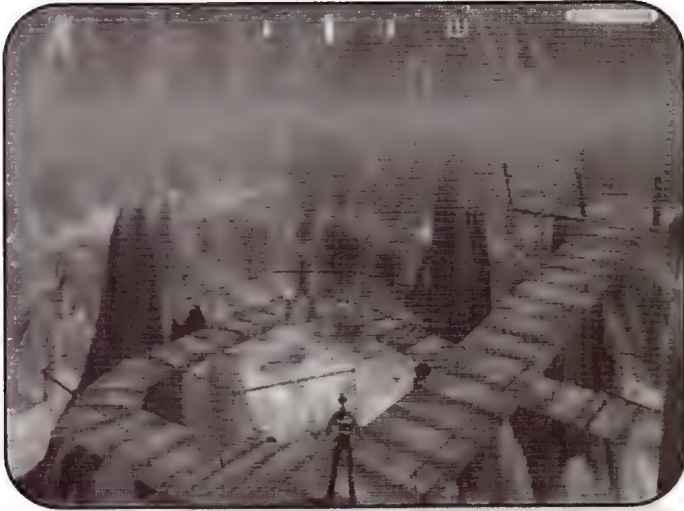
Getting through this maze take a lot of luck—or a map.

Consult the stone map you found in the soldier's stronghold. The path through this maze was drawn by Shamaz Zagy.



Shamaz Zagy drew the path through the maze on this stone map. Follow it closely and consult it often.

The map shows not only the proper path, but the entire maze, including which bridges run above and below each other. Refer to the map (or the screenshot) to make your way through.



Check the map at every intersection. Notice how some bridges run above or below others. The map reflects this, and it should help you get your bearings.

At the other side, you'll encounter a Talan who claims at first to be a Dolotai Guardian looking to rescue Shamaz Keb. He's in over his head, though, and wants to go home. He asks for your map through the maze. You won't need it again, so give it to him and accept his reward.

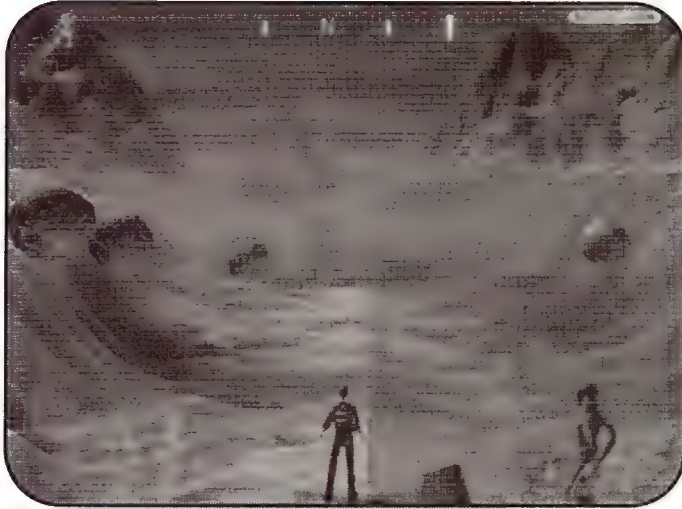


At the far side of the maze, you'll meet a well-meaning Talan who needs your help to get home.

The next portion of the Trial of Fae is a bit easier than it looks. Huge boulders roll back and forth across your path.

TIP This is an excellent place to save your game.





Getting past these boulders isn't as hard as it looks.

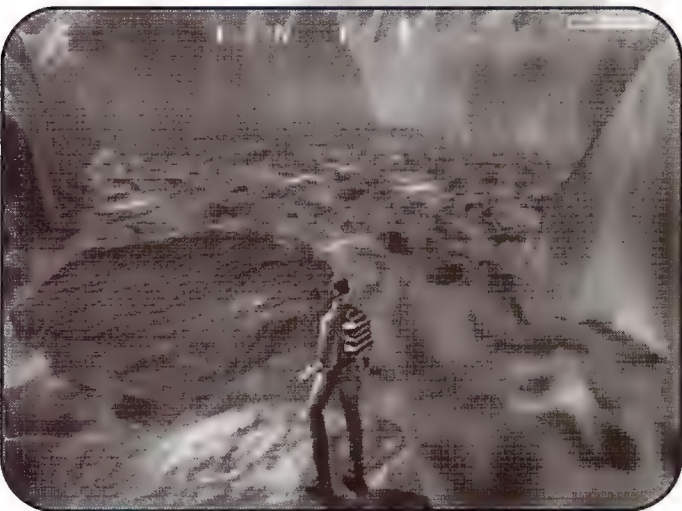
To cross this area, use third-person view and zoom all the way out. This allows you to see the entire routes of most of the boulders and better time your approach. Be methodical and run past each boulder, one at a time.

The next trial involves jumping from pillar to pillar, and then from rock to rock, across a lava pit. Several pillars move up and down. Adjacent pillars form a path across the lava pit.



In the next trial, you must jump from pillar to pillar across a lava pit.

Time your jumps: when the pillar you're on goes up and the pillar you're jumping to goes down, jump when they're about even with each other. From the last pillar, leap to a large, disc-shaped rock moving in the lava. Occasionally it passes near another moving disc, which passes near yet another. You must jump from rock to rock. The last one passes near solid ground.



These discs aren't as stable as they look.

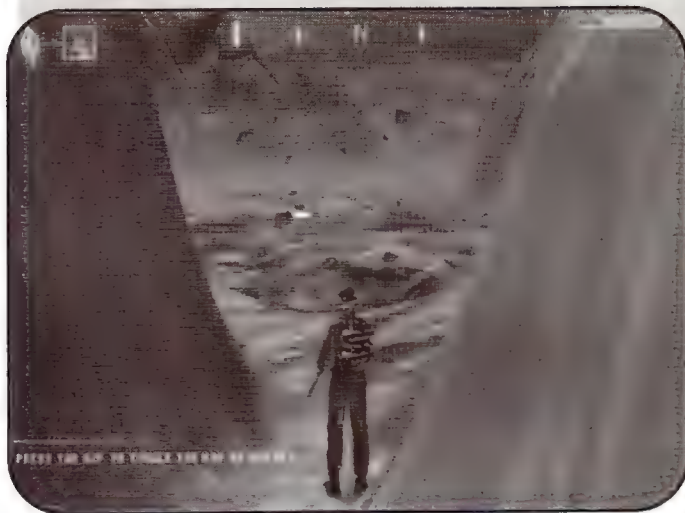
When you land on a disc, it tilts under Cutter's weight. If you land near the edge, it tilts nearly 90 degrees.



Cutter's weight causes the discs to tilt, threatening to toss him into the lava.

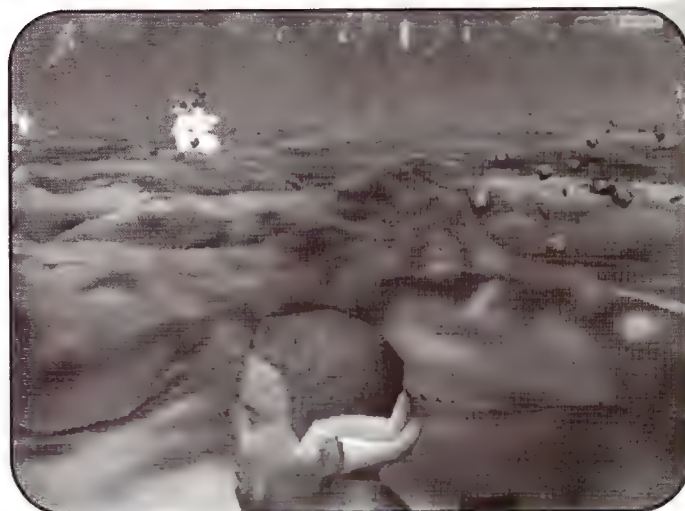
Land as near as you can to the center of each disc. If the disc you're on starts to tilt, run toward the other side to stabilize it. As you approach the next disc, take a running jump. (The discs tilt gradually, so you can trust Cutter's weight on the edge as he leaps.)

Jump from the last disc to the narrow path ahead. You're approaching the final trial.



This narrow path leads to the last Trial of Fae.

Now you must cross a huge grid of lava-filled divots. Stepping into one is death. To make matters worse, each spits molten rock into the air from time to time.

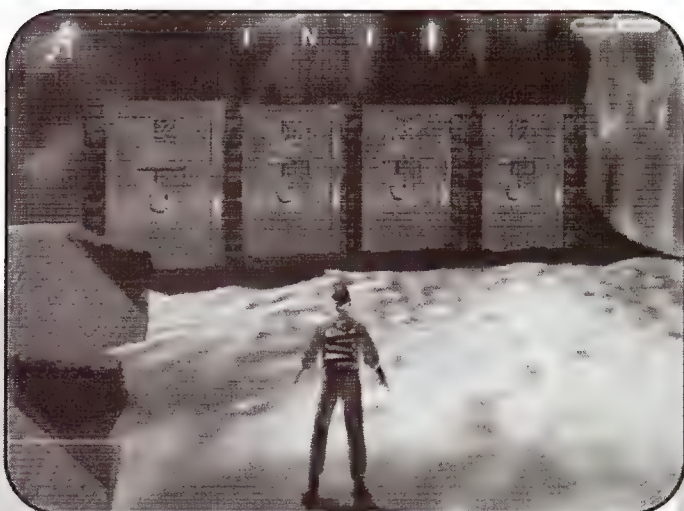


No matter how you go about it, you'll have a rough time crossing this deadly grid of molten rock.

To cross this lava field, you must jump over the divots to the ridges between them. Here's the trick: because the lava field runs between two rock walls, if you follow one along one wall, lava will shoot out on one

side only. The edges also have more large platforms. Observe the bursts of lava ahead and time your jumps accordingly.

At the other side, you'll come to a wall with four doors in it. Symbols on the doors match the shapes of the four keys in your Backpack.



Shamaz Keb's cell lies behind one of those doors. The others open into rooms full of useful items.

To the left is a row of four keyholes. To open a door, check its symbol, and find the corresponding key. Insert that key into the keyhole that occupies the same position among the keyholes as the door does among the doors. For example, to open the door on

the far left, insert the key shaped like the symbol on that door into the keyhole on the far left.

The Shamaz is behind the third door from the left. Open all the other doors first, because you can't open any after you've freed him.



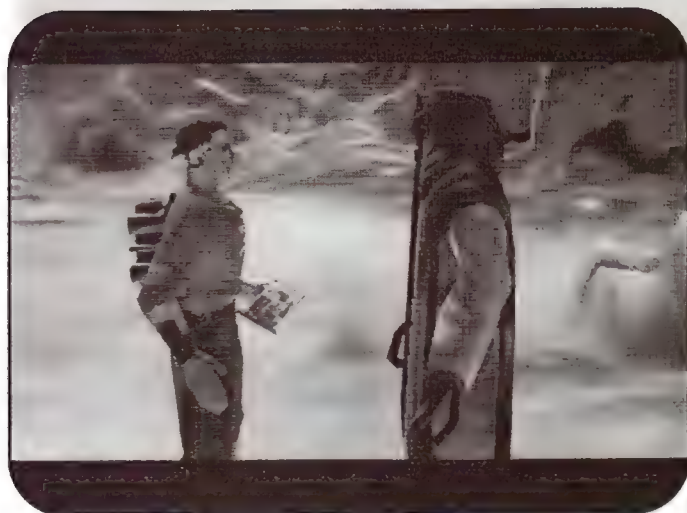
Shamaz Keb is thrilled to have been rescued by the Ulukai!

When you free the Shamaz, you'll view a cutscene. Don't worry, you won't have to recross the Trial of Fae.



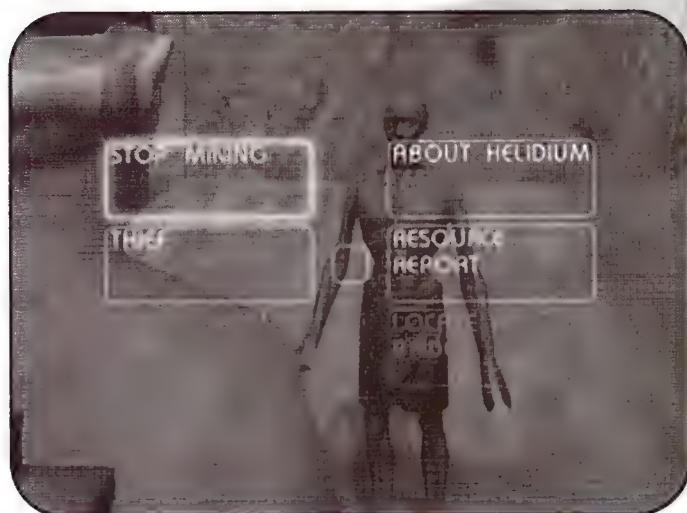
The Shamaz transports you back to the village.

The cutscene continues: after the Venti-lope deposits Cutter and Shamaz Keb outside Keb's temple, Keb runs in to get the Mon.



The second Mon is finally in Cutter's possession.

When the cutscene ends, Cutter's work in Motazaar is nearly finished. He has one more useful thing to do, though. Head back to the village and find Ashkar. You've killed a lot of soldiers and rescued Shamaz Keb; it's time for him to convince his people to cease production of Helidium.



Now that Cutter has liberated his Shamaz, Ashkar should agree to stop the mining.

Ask him to, and he'll converse with a group of Talan and eventually agree. After this point, the soldiers, weakened by a dwindling Riss supply, must watch their weapons deteriorate.

Now head back to Talanzaar. If you follow this walkthrough, you'll find the Daoka there that leads to Okasankaar.

AFTER YOU FIND THE SECOND MON...

Within a few minutes after you get the second Mon, you'll get another holocall from Marion Wolf.



That would be a holocall. Not surprisingly, Marion's in trouble again.

She's in trouble. Following Cutter's orders to the letter, she stayed with the Guardians—even as they went to Shamazaar to mount an attack on the Ventilope training ground behind the force barrier. You must rescue them.

Head back to Shamazaar. You can get there from Motazaar (if you're still there) through the Daoka in the northeastern soldier camp. Then head for the barrier in the northwest. (The Talan there will try to get your attention; if you talk to one, he'll just send you to the barrier.)



The barrier is down! Wolfe and the Guardians are in there somewhere, though, and they're in trouble.

There are two towers at the top of the hill. First you must kill all the soldiers nearby. This shouldn't be difficult, now that they're weakened by a dearth of two vital resources.



Kill all the soldiers, and then head for the towers.

Climb to the top of the north tower first. Cross the rope bridge and drop into the pit; a button there opens a door in the south tower.



The north tower is open, and this button opens the south tower.

Pick up all the goodies in that tower, and then head for the southern one. Climb up and cross the rope bridge. As you do, a cutscene reveals that the pit in this tower holds Wolfe and the Dolotai Guardians.



It's another battle of wills, as Cutter and Wolfe argue about her role in this adventure.

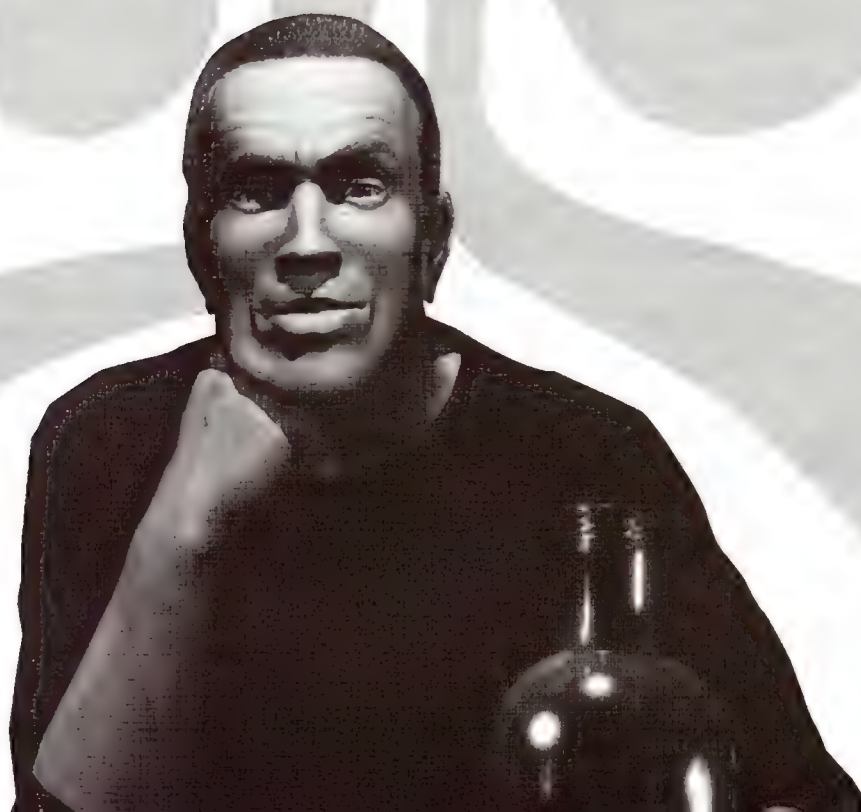
Cutter and Wolfe argue, and he banishes her to Ranzaar. Remember, though: she's angrier than ever at his insistence that she stay out of trouble.

FURTHER ADVENTURES IN MOTAZAAR

You've got the Mon, freed the Shamaz, and cut off the soldiers' Helidium supply. There's a lot more to do in Motazaar, though, if you choose.

Some of these optional quests tie in with quests in other regions. Consider pursuing them; they'll enhance your enjoyment of the game and extend the time you spend playing it. They include:

- Visit the mine in the southeast corner of the region. You can convince the leader to stop the mining and even to blow up his mine.
- A miner is trapped. You can help bring him back to health.
- Talk to Mobarr, the Talan standing in the village entrance. He needs help.
- Ashkar is upset about a food thief in his village. You can help track him down.



OKASANKAAR

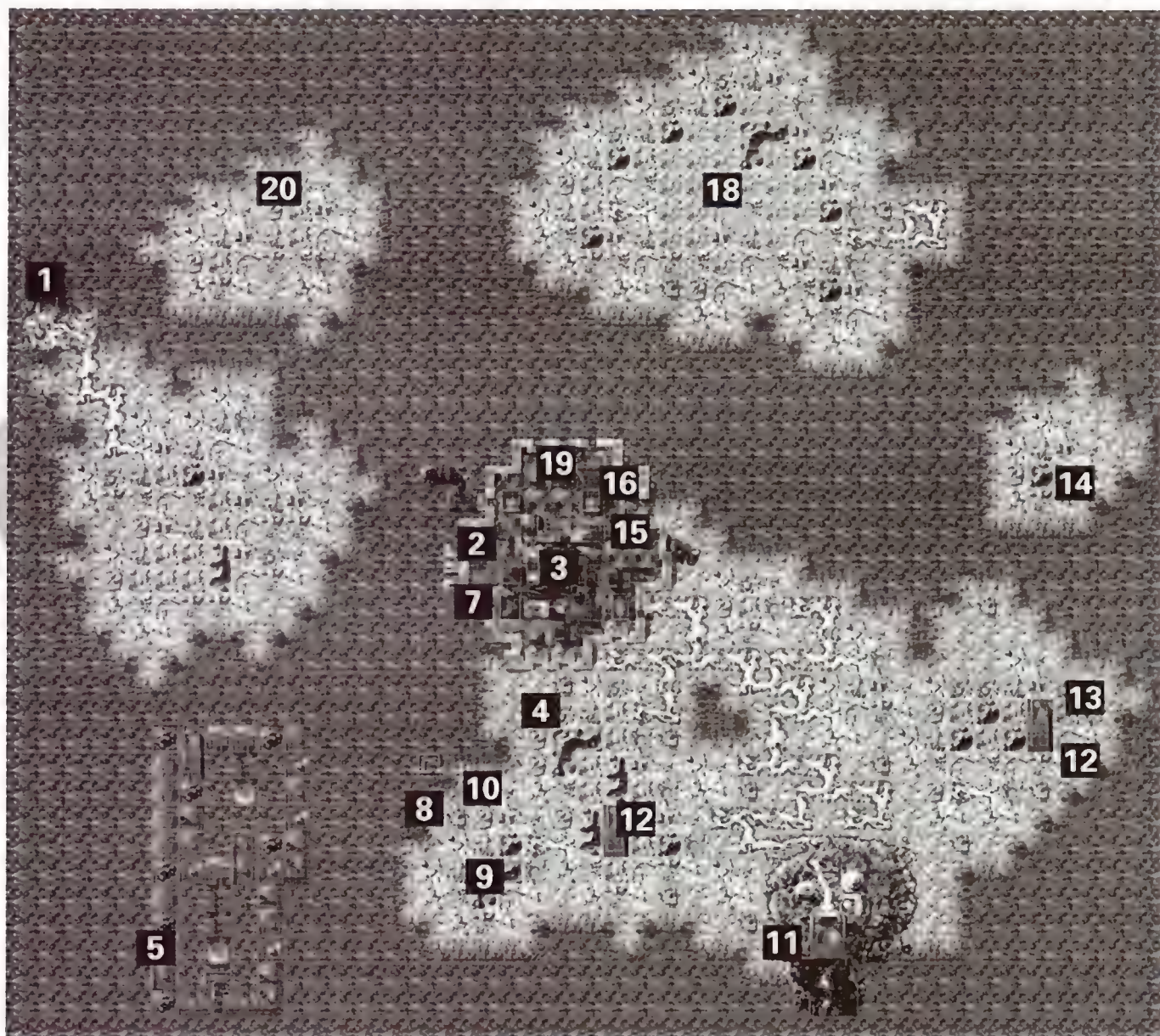
10

The Region of Marshes is an especially challenging one. The quest for the Mon here has many tendrils, so you'll have a lot of Talan to talk to and a great number of minor tasks to perform. This region may take you longer to complete than the others.

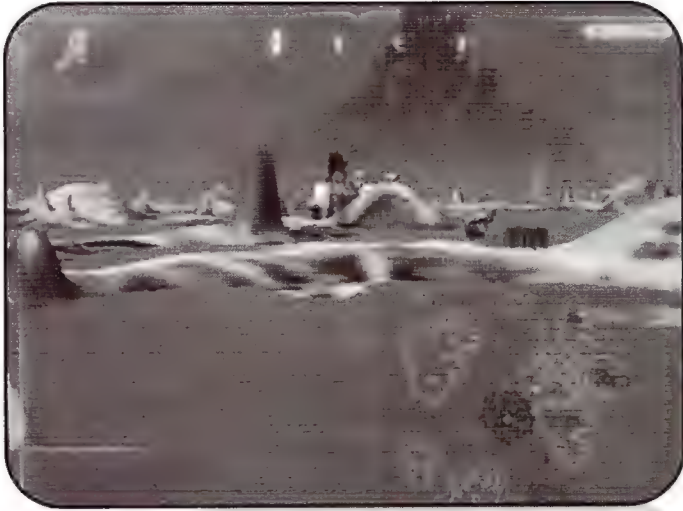
Okasankaar is made up of islands divided by deep water full of deadly Sannegtas—shark-like creatures that kill with a single bite. Cutter must depend on two boatmen to ferry him among the islands.

OKASANKAAR

17



- | | | | |
|-----------------------|-----------------------------------|------------------------|--|
| 1 Oru's House | 6 Martigar's Cell | 11 Darusham | 17 The Mon (not shown
—on an island
northeast of the
Gorgor's Island) |
| 2 Zele | 7 Boatmen | 12 Soldier Strongholds | 18 Gorgor's Island |
| 3 Shamaz Kaleb | 8 Sunken Temple | 13 Daoka to Shamazaar | 19 Cyana |
| 4 Daoaka to Talanzaar | 9 Buttons (open sunken
temple) | 14 Doaka to Okaar | 20 Daguerachs |
| 5 Zorkatraz | 10 Egar | 15 Recreator | |
| | | 16 Merchant | |



Unlike the regions you've visited so far, the swampy region of Okasankaar is largely untamed.

Don't bother bringing your Twon-Ha here. The main island is small; you can cross its marshy surface in a minute or two. Its northwest region is home to the small city of Cyana, where you'll find the Recreator and the Shamaz, as well as most of the Talan you'll interact with. The city is built up from the swamp, so its central portion is a veritable maze of staircases.



The city of Cyana has some confusing architecture. It's tough to find your way around at first.

Soldier strongholds occupy the east and west sides of the island. They also occupy the island prison of Zorkatraz. Darosham, a sacred temple, lies to the south. Fae Talan are brought there to die to ensure that their Essence reverts properly.

The marshes aren't safe. You'll notice the Talan don't stray far from the city. That's

because the shallow waters contain deadly Zeedogs—snakelike creatures that leap suddenly to attack unsuspecting travelers.

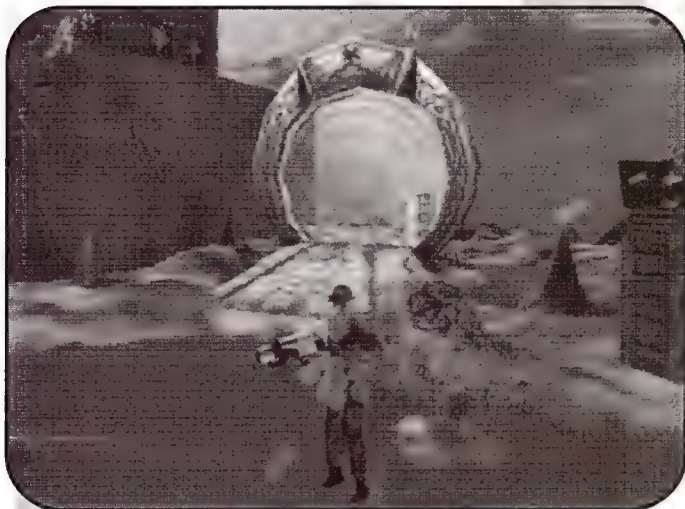


Zeedogs are extremely dangerous predators. They pounce from the shallows with little warning and attack with poisonous spit.

Okasankaar's main resource is Sankaar (fish). Although you could convince the region leader to stem the flow of it to weaken the soldiers further, his requirement is more complicated than those of the leaders in the regions you've visited thus far. The soldiers are weak enough for your purposes, so just concentrate on getting the Mon.

ARRIVAL

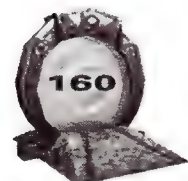
It's a bad idea to approach this region through the Daoka in Shamazaar, in the Temple Fae. As with the Motazaar Daoka, the corresponding Daoka in Okasankaar lies within a heavily fortified soldier encampment. If you approach the region through it, you probably won't survive.



As in Motazaar, if you approach this region from the Daoka in the Temple Fae, you won't live to find the Mon.

Instead, head to Talanzaar. If you're coming from Motazaar, you'll appear in the Daoka east of the city. If you've just finished rescuing Jan and Wolfe, you'll come from Shamazaar and appear north of the city. Again, if you need powerful weapons, seek the Talan selling "sacred objects" before you proceed to Okasankaar.

When you're ready to enter the region, head to the west side of Talanzaar. Again, the Daoka lies outside the city walls, guarded by soldiers. Fight your way through to it.





You arrive in Okasankaar through this Daoka in an area full of fishermen—but no one wants to talk to you.

You'll find yourself just south of the city of Cyana. Talan labor in the marshes near the Daoka, but if you try to converse with one, he'll refuse. He explains that soldiers invaded Cyana and killed several Talan they suspected to be spies for the Dolotai Guardians. Being seen conversing with the Ulukai might make *him* suspect, as well.

You must win their confidence: all the soldiers in Cyana must die. A lookout guards a stairway into the city's southeast corner. Kill that soldier right away.



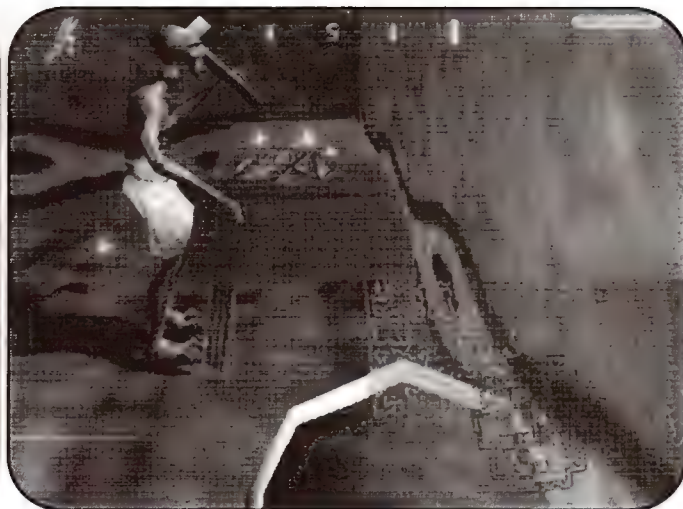
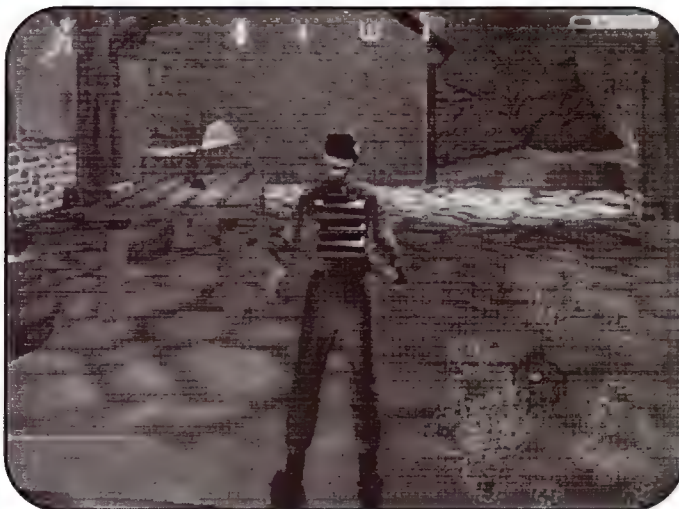
Kill this lookout before you climb the stairs.

Proceed into the city and kill the rest of the soldiers. When they're all dead, the Talan will speak with you.



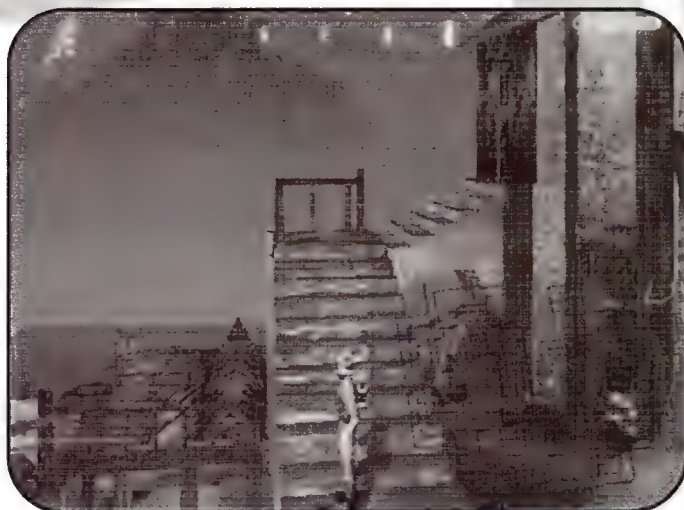
You'll meet this merchant near the city entrance, but you can't interact much with him until later.

The Recreator in this region lives in a secluded house in the south of the village. The pavilion in the city's southeast corner, with builders' tools on it, is just outside his workshop. Find that pavilion, stand in it, and face west. The building in front of you is the Recreator's workshop; enter via the north wall.



**The Recreator is hard to find, but make the effort.
He's not feeling well. Working for you makes him forget his illness.**

Now find Shamaz Kaleb in the geographical center of the city. You must climb several flights of maze-like staircases to find him.



The Shamaz house is high above the city. You must climb a maze of stairways to find it.

When you find Shamaz, engage him in conversation. Ask where the Mon is, and he'll tell you it's hidden where soldiers can't possibly get to it—on the island inhabited by the Gorgor, a massive, dinosaur-like creature. Surely the Ulukai, a powerful savior, will have no problem retrieving the Mon from there.



For the first time, a Shamaz knows exactly where the Mon is. Unfortunately, you must get past a fierce dragon to get it.

Shamaz Kaleb suggests you visit Oru, an old hunter who's had experience with the Gorgor. Oru is retired, but he may be able to help you reach the island. The hunter lives on an island of his own, and you must enlist the services of a boatman to reach it.

ORU'S ISLAND

On the west edge of the city, two boatmen stand in their boats, near the docks, waiting for customers. The region leader, Zernar, is just above them, and the forlorn salesman Zele stands on the platform overlooking the docks. Talk to Zele to acquire an important piece of information: the island is surrounded by floating barrels the Sannegtas won't swim past. You're safe in the water as long as you stay on the *island* side of the barrels.



Zeke is a failure as a salesman, but he has some good information for you.

Head to the docks. There's no need to talk to Zernar unless you wish to pursue his quest.



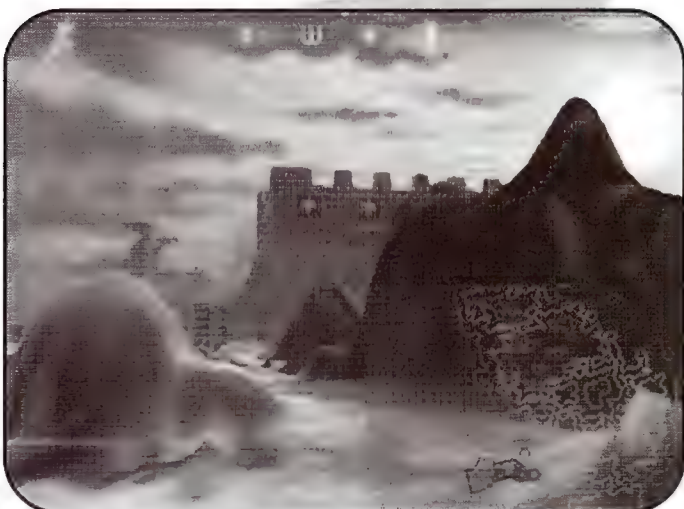
The boatman can take you to otherwise unreachable islands.

Each of the boatmen travels to a different island. Sadar, the boatman to the north (your right as you face the end of the docks), can take you to Oru's island. Talk to him to learn that his boat is damaged. To repair it, he needs the sticky substance from a special gland Zeedogs spit out when they die.



Sadar's boat has a hole in it, and he needs the sticky substance from a Zeedog gland to repair it.

To find a Zeedog, head south away from the city. Be careful, though: soldier strongholds lie east and west of the main island. You might want to invade the one directly south of the city to ease your travels; you must come this way more than once. If you're really ambitious, take on both strongholds and eliminate all the soldiers on the main island. For this walkthrough, do that now.



It's time to clear out these enemy strongholds.

TIP Save the game before you take on these strongholds. The soldiers are almost overwhelming in number.

Attack the strongholds with care. They're fortified with lots of lookouts, each with devastating firepower. After your attack, explore both strongholds thoroughly, inside and out (don't forget the roofs). You'll find a lot of ammo and quite a few items.

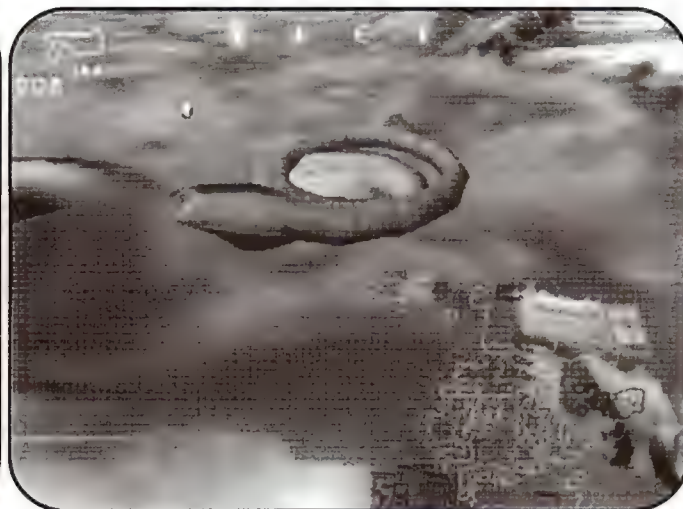


Look around thoroughly after you dispense with the stronghold soldiers.

CAUTION The stronghold in the east has elite soldiers. You must use Cutter's more powerful weapons to kill them.

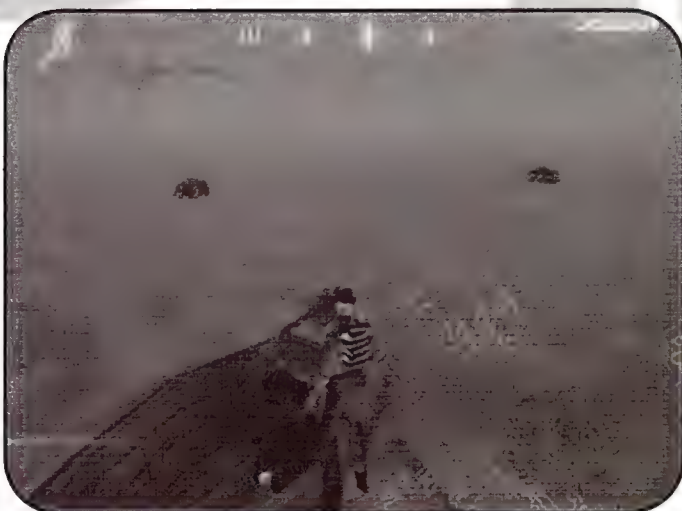


Now it's time to retrieve a Zeedog gland for Sadar. If you're wounded, return to town and have Shamaz Kaleb heal you. Then head for the central area of the island and wander around in the marshes. Eventually, a Zeedog will pop up and attack. Be ready! Taking care not to get close enough for the Zeedog to bite you (it means instant death!), kill it and pick up the gland it secretes.



Kill a Zeedog, and then approach its curled-up body and harvest the little white gland nearby.

Return to Sadar with the Zeedog gland. Talk to him, and when he asks for the gland, hand it over. The boatman will take a few moments to repair his craft.



Sadar repairs his boat after you deliver the Zeedog gland.

Now he's happy to take you to Oru's island. Talk to him again. He tells you to hop in, and he warns you that, should you fall out of the boat, to stay near it, because the San-negtas fear boats. He also tells a story that reveals the location of the Daoka to Okaar.



Sadar will take you to Oru's island. Listen to his story as he rows you there.

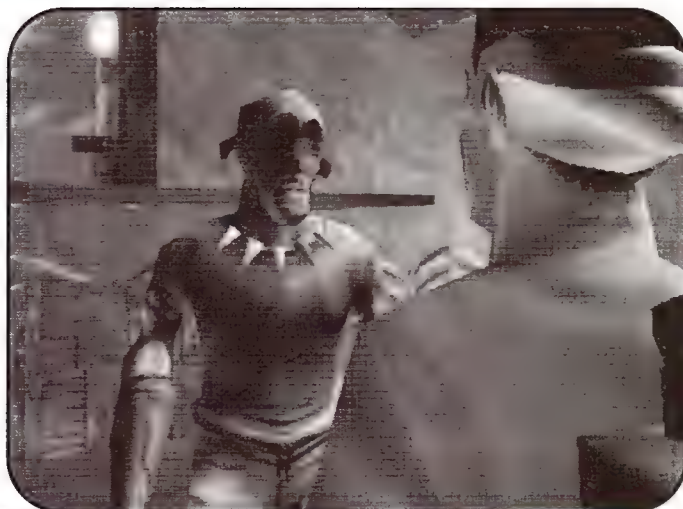
Oru's island is even marshier than the main one. Sadar drops you off at a dock on the east edge of the island. Oru's house lies in the northwest corner. Head for it.

CAUTION Throngs of Zeedogs live on Oru's island. There are far too many to avoid, no matter what path you take. Consider keeping a weapon drawn until you reach the safety of Oru's house.



Oru's house provides a safe haven from the Zeedogs.

Enter Oru's house and find the aged hunter. Talk to him. He's happy someone wants to hunt the Gorgor with him, and won't listen when Cutter explains that he only wants to get the Mon. Oru won't take Cutter to the Gorgor's island unless Cutter retrieves Oru's weapon, along with five rounds of ammunition.



The old hunter is obsessed with battling the Gorgor, which almost killed him years ago.

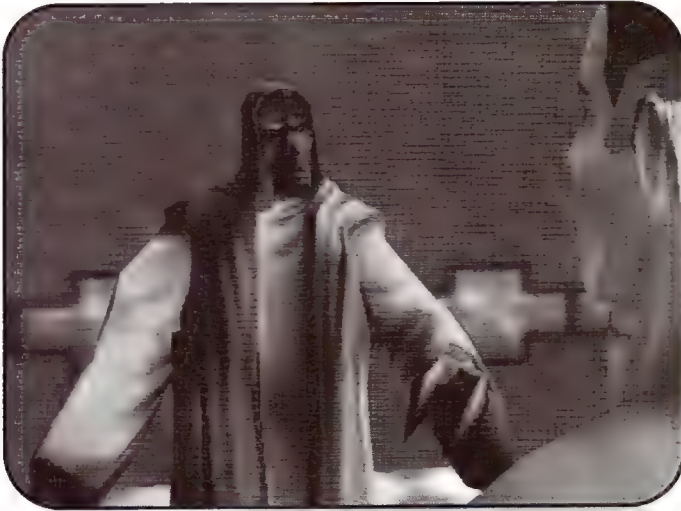
You must return to Cyana and ask Shamaz Kaleb for Oru's gun. He gave it to the Shamaz for safekeeping. Head back to the dock, climb back into Sadar's boat, and ask him to return you to Cyana.



It's back to the city to find Oru's weapon.

ORU'S WEAPON

Climb to the Shamaz' house. Ask him about Oru's weapon. Shamaz Kaleb is pleased to hear Oru is putting aside his fears to face the Gorgor again. He tells you to go to the Sunken Temple, in the waters southwest of the main island.



Not surprisingly, Shamaz Keb doesn't have Oru's gun.

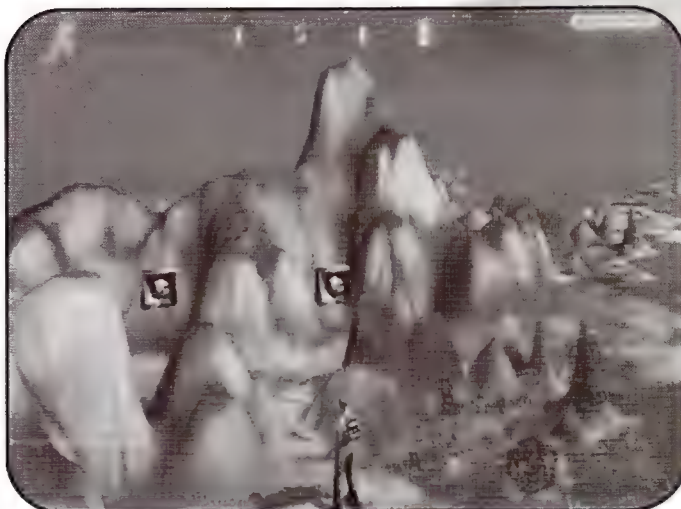
Kaleb tells you that a gate bars passage into the Sunken Temple. Because you must press two buttons simultaneously to open the gate, you'll need a Talan's assistance. Shamaz Kaleb also tells you to talk to Zele about getting ammunition for the weapon.

Head through the marshes to the island's southeast corner. Look for the top of a structure sticking out of the water not far from shore. A Talan on the shore looks out toward the temple.



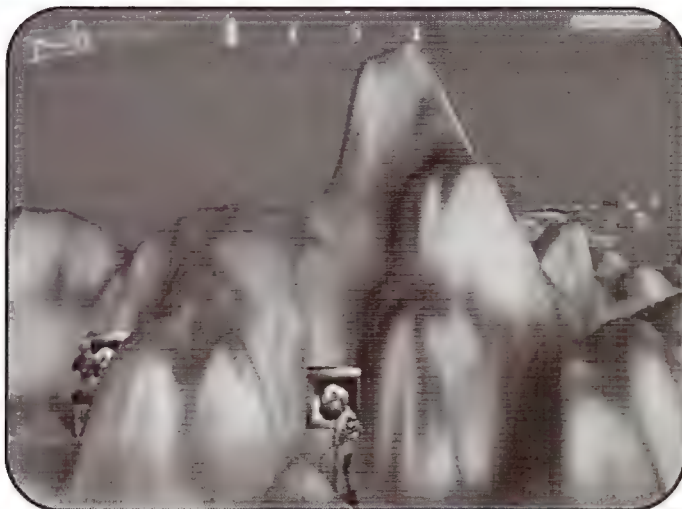
This is Egar. He'll help you push the buttons that open the gate to the Sunken Temple.

Talk to him. Ask him about the temple. He's defensive at first: he believes the temple holds treasure, and that if he helps you enter, you'll steal it. Keep working the dialog tree until he agrees to help you push the buttons. They are embedded in the rocks to the south.



Those two buttons must be pushed at the same time to open the door to the Sunken Temple.

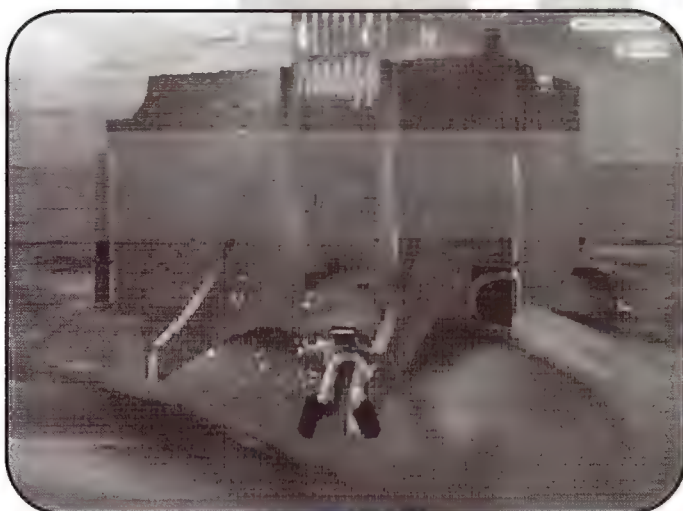
Egar walks to the button on the left. Position Cutter in front of the button on the right. Egar will count to three; then have Cutter press the button when he finishes. If you're successful, a brief cutscene follows; if not, ask him to try again.



If Cutter and the reluctant Egar push the buttons at the same time, a cutscene will show the opening temple gate.

TIP You may encounter Sannegtas on your way to the Sunken Temple. Save the game before you dive in.

Return to the coast near the temple and dive into the water. Swim quickly to the temple: don't go past it into deeper water unless you want Cutter to die.



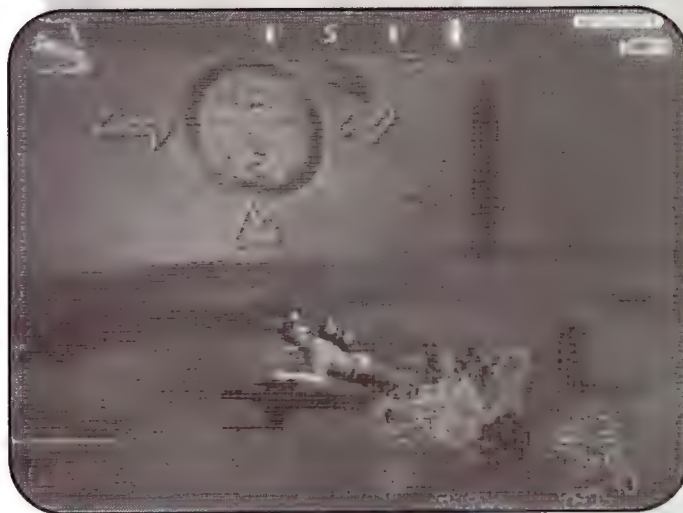
Swim through this gate into the Sunken Temple.

Inside, you'll find ammo and dynamite, and a goofy-looking item the Advisor calls "crafted material." It's Oru's gun. Grab it.



When you hear the words “crafted material detected,” you’ve found Oru’s weapon.

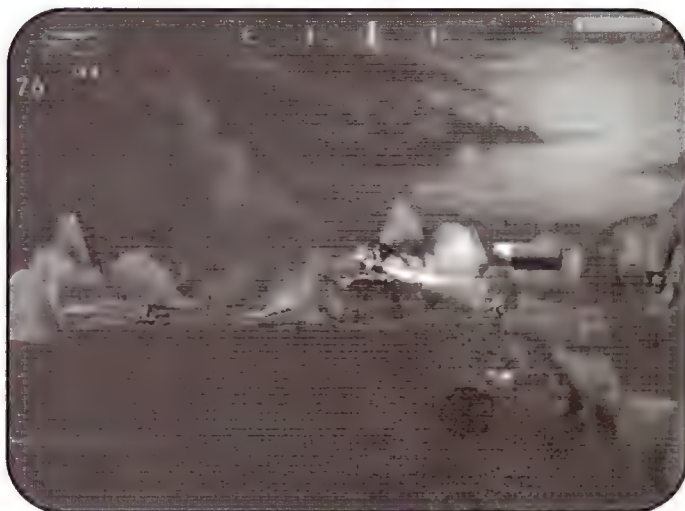
Before heading back to shore, do one more thing, and do it quickly (so you can return to the safety of shallow water before the Sannegtas find you). Swim outside the temple and look at the north wall. A diagram drawn there shows Essence symbols placed around a circle. An arrow points clockwise around the circle, starting at the Fae symbol. Later in the game, when you must enter the Darosham, you’ll need to know the order of the symbols in this diagram.



You’re at the Sunken Temple anyway, so you might as well check this out. It will save you a trip later.

TIP Pause the game and sketch this diagram for later reference. Make the symbols legible!

Head back to shore. Soldiers arrived while you were in the Sunken Temple. Kill them.



You must fight your way back to shore.

Now you need ammunition for Oru's weapon. Return to town, to the platform above the boat docks, where Zele stands. Talk to him about ammunition for the gun. He says you'll need five Booyats and five Daguerachs. The Daguerachs are on an island adjacent to Oru's; you'll get those later. The Booyats are available from Zafar, the yellow-garbed merchant near the city entrance. He's Zele's former assistant.



Talk to Zele about Oru's ammunition, and he'll send you to his former assistant, Zafar—the Talan merchant you met when you first entered Cyana.

Getting the Booyats won't be easy. Zafar demands payment for every bit of information he offers; grit your teeth and pay.

Zafar has one Booyat, which he'll sell to you outright. Three more are in the Darosham past the flame. Pay Zafar to tell you how to gain entrance, and he'll refer to the diagram you checked out on the north wall of the Sunken Temple.

Martigar, a Talan imprisoned in Zorkatrax, holds the last Booyat.

Go to the Darosham first. It lies in the middle of the south edge of the main island.



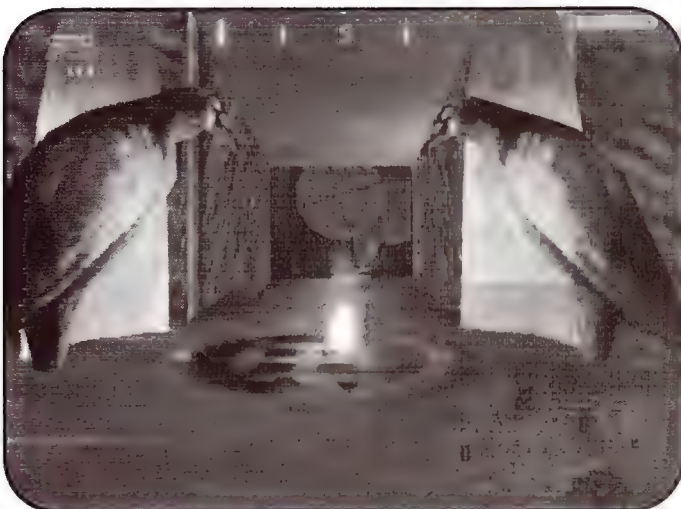
The Darosham is surrounded by dark stone. Two pillars with blue markings stand near the entrance.

Enter the Darosham. You'll walk into a foyer. A flame with bird statues on either side blocks the way to the rest of the Darosham, where the Booyats are.



The flame is deadly. You must extinguish it to get past.

If you walk into the flame, it will flare up and kill you. Approach it and look past it into the next room. A wheel just beyond the doorway is divided into four sectors, each imprinted with an Essence symbol. The wheel turns slowly.



To get past the flame, you must deal with this wheel.

To put out the flame, draw your HK-P12 and shoot each symbol on the wheel in the order shown in the diagram from the north wall of the Sunken Temple. (Aren't you glad you sketched it?)

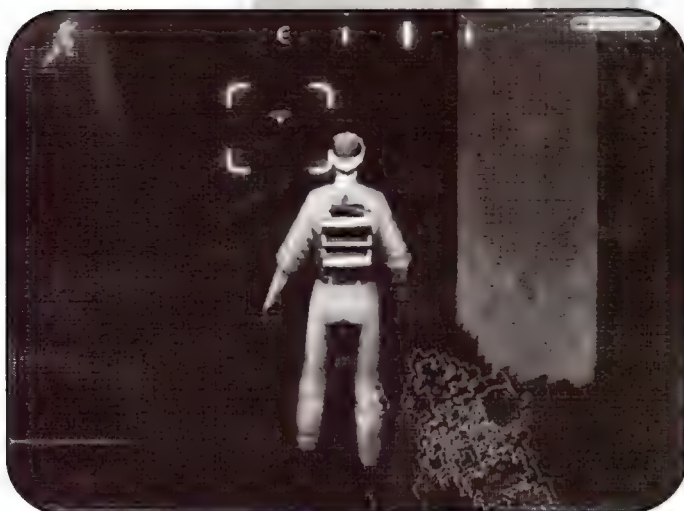
When you've shot the symbols in the proper order, the flame dies and the bird statues pivot out. In the next room, the

wheel with the Essence symbols on it is drawn upward, out of your way. You may pass through the doorway into the next room.



With the flame out, it's safe to pass into the next room, but the danger isn't over yet.

Even though the flame is out, the Darosham is still a dangerous place. The Advisor chirps a warning about atmospheric danger: the air inside is poisonous. Also, a lava-filled crevice runs through the room.



The Booyats are here. Search around to find them.

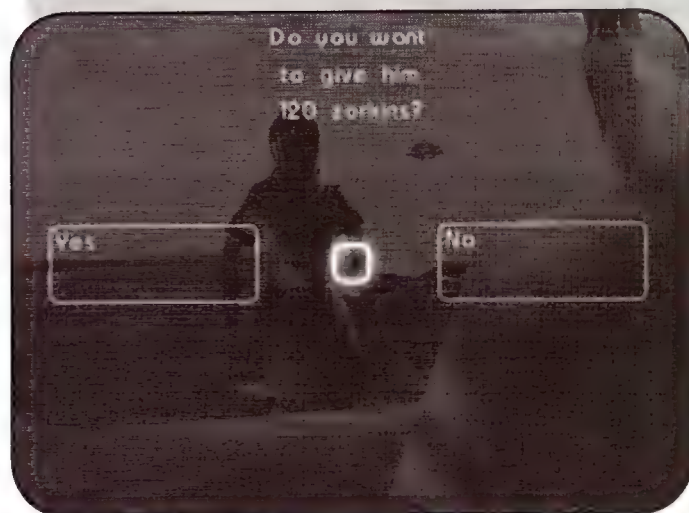
Search near the walls and corners of this room until you find the three Booyats; then get out. If you take too long, the flame re-ignites, and you must slip past the wheel into the doorway and shoot the Essence symbols in the proper order again.



Get out quickly before the poison gas takes too much of a toll. If the wheel drops, the flame has re-ignited.

You have four of the five Booyats you need. Climb out of the Darosham and return to Cyana. Visit Shamaz Kaleb and have him heal you. Then head back to the docks. You must go to Zorkatraz to free Martigar.

Zidar, the other boatman, can take you there. He'll charge you; pay his price. He's a Talan of few words, but listen carefully to what he says.



Zidar doesn't mind taking you to the soldier-infested Zorkatraz, but you must pay for the ride.

Zidar doesn't want the soldiers on Zorkatraz to see him helping you. He tells you that, when he gives a signal, you're to dive underwater. He'll take his boat out to the island prison, but you must swim beneath it. If you stay near his boat, the Sannegtas won't come near you. If you surface, however, Zidar will steer away at high speed.

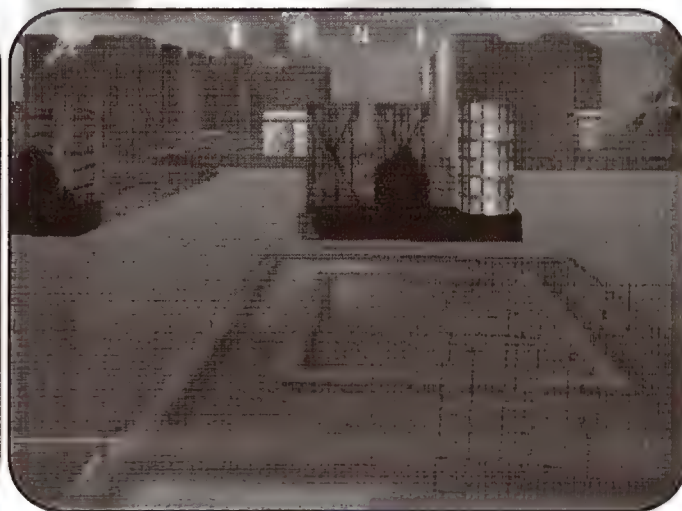
Ask Zidar to take you to the island. When he gives the signal, dive into the water and follow his boat. You'll need several oxygen tanks to get there without surfacing for air.



The Sannegtas don't like boats, so stay close to Zidar's all the way to Zorkatraz.

Once you're past the floating barrels that repel the Sannegtas from Zorkatraz, you can surface for air. Swim to the south side of the prison and look for an underwater entrance.

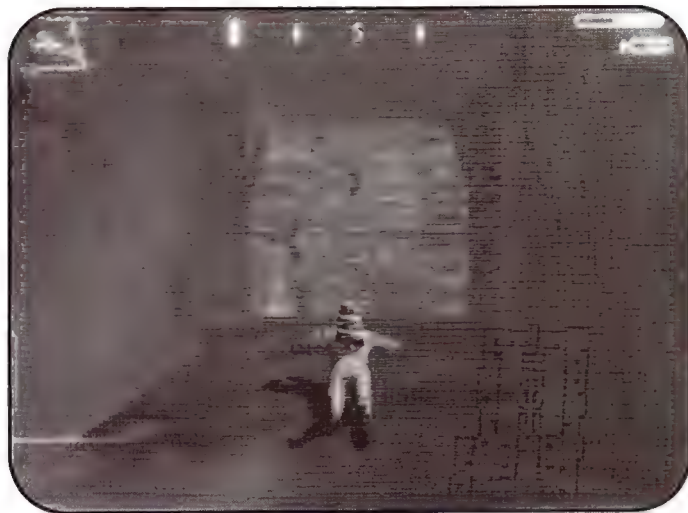
Inside, the prison is mostly water. Sidewalks run along the outer walls. The interior courtyard is divided into two large pools. Rows of stone columns protrude from each pool just enough to clear the water's surface and form platforms.



Zorkatraz consists of outer walkways around interior pools, where rows of columns rise just above the water's surface.

Zorkatraz has a fortress in its northwest corner. There are many soldiers inside, and a few soldiers patrolling the walkways overlooking the pools. The holding cell is near the prison's underwater entrance.

There's nowhere to climb out of the pool along the walkways. You must use your HUD map to locate a stairway up one of the columns. The stairway column lies just south of the entrance, but you must swim to the other side of it.



Look for a stairway up one of the pool columns.

Most of the columns have large barrels on them you must climb over or destroy. Watch for soldiers and make your way north, jumping from platform to platform, toward the walkway near the pool.



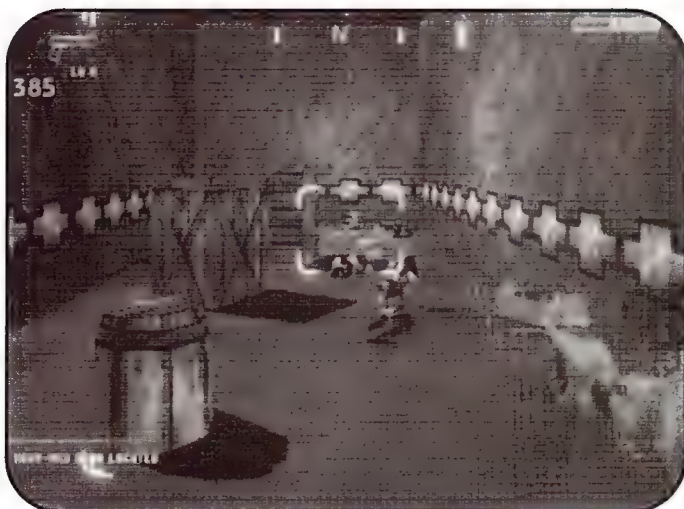
Head for the nearest walkway. The faster you get there, the easier it will be to battle the multitudes of soldiers.

Using the HUD map to guide you, work your way around the walkways to the soldier stronghold. Kill all the soldiers in Zorkatraz. Most are common grunts, but one captain holds the key to Martigar's cell.



Head for the fortress, and don't stop fighting until all the soldiers are dead.

After you've killed all the soldiers, search the stronghold. You'll find a lot of useful items. Follow the walkways to Martigar's cell. Use your HUD map; he's the only life form left. Use the key to open the cell door.



The key you recovered from the captain opens the cell.

Talk to Martigar. He gives you the Booyat for your trouble, but he's going to stay in the prison. He's there as part of a plan the Dolotai Guardians are working on. Leave him.



Martigar thanks you for your efforts, but remains in the prison.

Head for the dock south of the prison and use the gigantic horn to call Zidar.

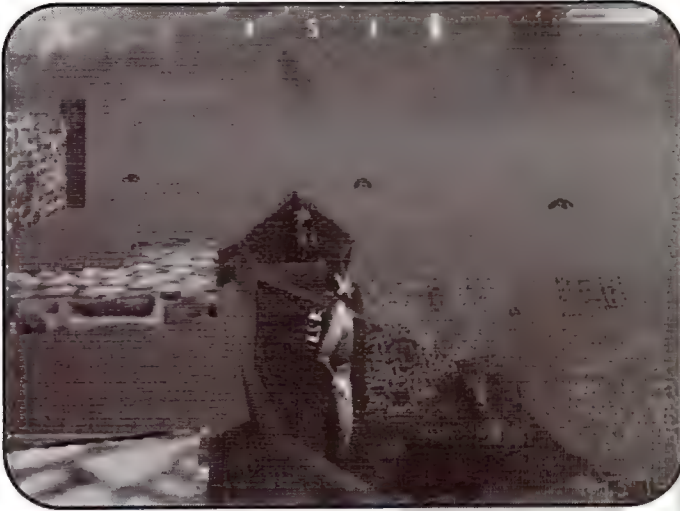


This horn will summon Zidar to take you back to the mainland.

NOTE Zidar won't come if any soldiers remain alive.
You must kill them *all*.



Hop in Zidar's boat and ask him to return you to Cyana. He lets you ride in the boat this time. Back at the docks, hop out. Visit Shamaz Kaleb if you need to be healed, and the Recreator if you need ammo. Make sure you're in top condition for the trip back to Oru's island; then return to the docks and ask Sadar to take you back there.

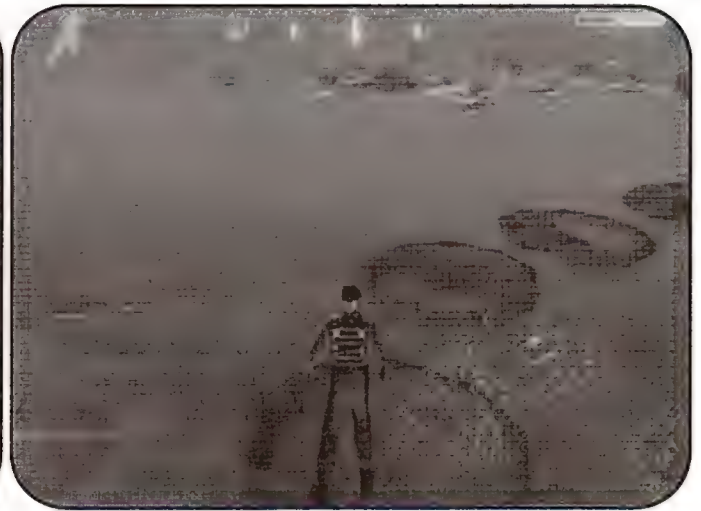
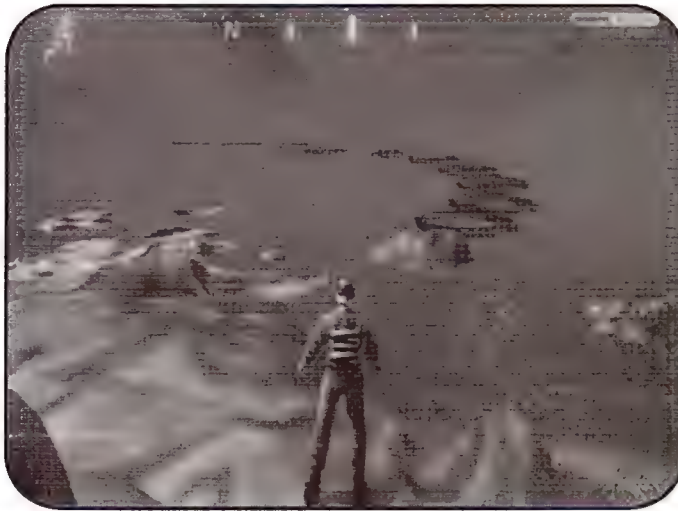


Sadar is happy to take you back to
Oru's island.

RETURN TO ORU'S ISLAND

You still need five Daguerachs before you visit Oru again. You'll find them on an island north of Oru's.

Head north, again mindful of Zeedogs, and look east for a convenient row of water lilies that lead to the next island. Hop along them to the other island.



Hop from lily to lily. If you fall in, the Sannegtas will have a feast.

Gamors populate this small island. If you're quick and you use your weapons to keep them at bay, you won't have to kill them. Look for the green and red Daguerachs.



You must take five of these
Daguerachs to Oru.

TIP After you hop back to Oru's island, save your game.
You'll meet the Gorgor soon, a very dangerous creature.

When you've collected five, hop back to Oru's island and visit the old Talan's home again. Give him his weapon and ammo. He's gung-ho about battling the Gorgor, and doesn't seem interested in helping Cutter find the Mon. Ride along, anyway, because the Mon lies on the Gorgor's island.



Give the crazy hunter his ammo and weapons, and he'll take you to the Gorgor's island.

A long video sequence begins. Oru and Cutter hop into Oru's boat and take a long ride out to the Gorgor's island, arguing all the way. When they get there, Oru blows up his boat.



You must find another way off this island after you get the Mon.

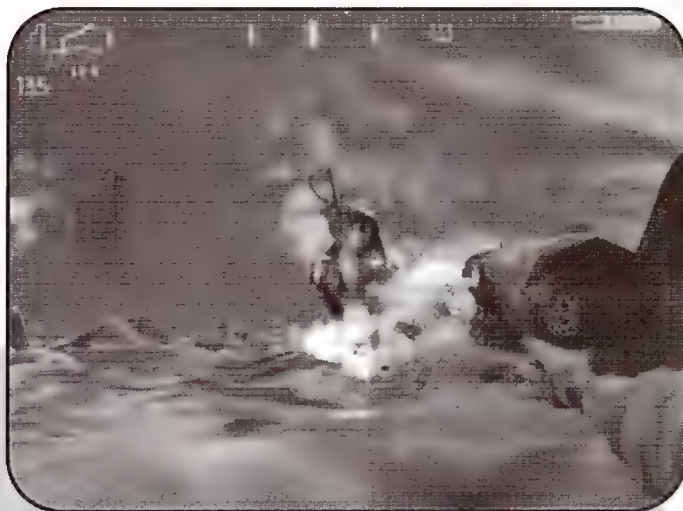
Cutter screams at him, and Oru finally reveals where the Mon is. It lies on a small island separated from the Gorgor's by deep, Sannegta-infested waters. Furious, Cutter stomps away, leaving Oru to deal with the Gorgor alone. As Oru loads his weapon, however, the Gorgor surprises him.



Oru has spent years preparing to face the Gorgor, but when the time comes, he isn't ready.

The cutscene ends after the Gorgor kills Oru. Now it's up to you to kill the Gorgor. Run to where Oru was killed. You can't kill this beast with anything in your own arsenal,

so grab Oru's weapon, and then go into your Backpack and select it. Use it as you would a standard weapon: hold the Secondary Action button to aim, and hit the Primary Action button to fire. Remember, you have only five shots. Score as many hits on the Gorgor as you can.



First attack the Gorgor with Oru's weapon; then finish it with one of your own.

TIP The Gorgor shakes its prey like a terrier shakes a rat. If it picks Cutter up, the point of view changes to third person automatically. Cutter isn't beaten, though. Use the Secondary Action button to aim his weapon: he'll point it at the Gorgor. Fire a few rounds, and the Gorgor will drop Cutter in surprise. Be ready to run!



Cutter may be hanging by his leg, but he can still shoot the Gorgor.

After killing the beast, pick up any Zort (dung) you see; you can sell it to Zele, who makes those floating Sannegta barriers from it. Sannegtas fear the Gorgor, and flee from its scent. Walk up to the Gorgor's corpse and make contact until Cutter complains of smelling like the beast. Then head for the little island to the northeast.



It's not pretty, but it will protect you from the Sannegtas.

Swim out to the little island. The Sannegtas will approach, but as soon as they smell you they'll swim away.



As long as you smell like the Gorgor, you're safe.

The island is small, and the Mon lies right in the middle of it.



Congratulations! You've found the Okasankaar Mon.

After you pick up the Mon, you'll view a cutscene: Sadar rows out to pick you up. You've made it through this region's main quest.



Relax and enjoy the video sequence. Sadar will rescue you from the tiny island.

AFTER YOU'VE RECOVERED THE THIRD MON...

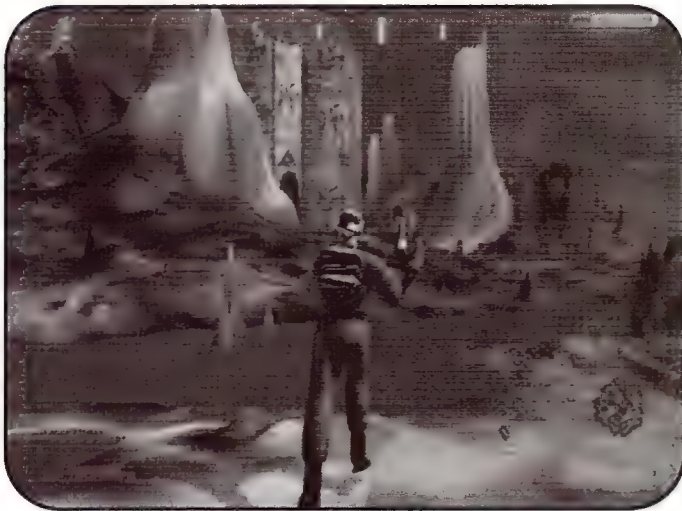
Hang around this region for a little while after you acquire the Mon. Have the Shamaz heal you, and the Recreator build you lots of ammo. Look for useful gadgets in Cyana's waterways.

Eventually, you'll get a holocall from Wolfe. She's not in trouble this time, but she wants to connect you with Zokryn.



Zokryn needs your help.

Kroax has captured Zokryn's son, Jan, and some other Dolotai Guardians. They're to be taken to the Darosham to be reverted. Get over there right away to rescue them.



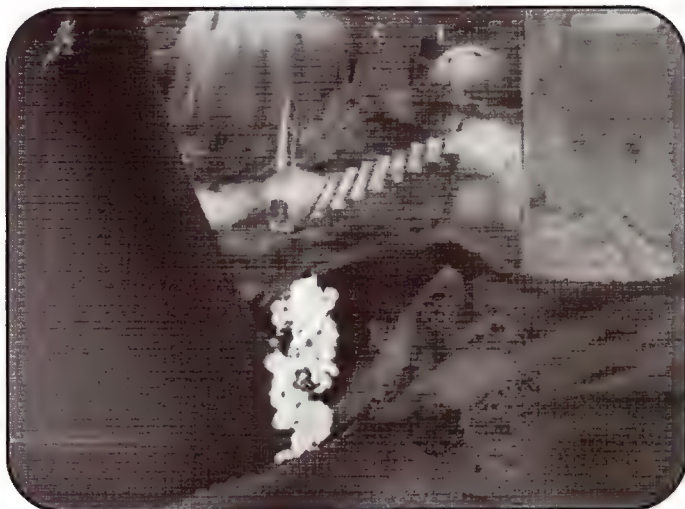
Head back to the Darosham—where you shot the wheel to put out the flame—to rescue some captured Guardians. Kroax is waiting.

When you arrive, you'll view a cutscene. Kroax and Fae Rhan await you. Fae Rhan shuts himself in the Darosham with Jan, leaving orders for Kroax and his elite soldiers to kill you.



Fae Rhan wants Cutter dead. He'll deal with the captured Guardians while his soldiers carry out his orders.

When the cutscene ends, kill all the elite soldiers. Kroax then appears to deal with you himself. He teleports around the vicinity as you battle him, so keep an eye on your HUD map to determine where he'll reappear. Attack relentlessly.



Kroax is an elusive combatant, disappearing and reappearing constantly during your battle.

When you've wounded him enough, a cutscene shows him teleporting away. Head for the Darosham entrance; it opens as you approach. Jan is alone inside and there's no sign of Fae Rhan.



You've saved Jan's life, but you weren't fast enough to rescue the other Guardians.

Talk to Jan. He's very upset and doesn't want to talk about what just happened. He pleads with you to just leave him alone. There isn't much you can do but carry on with your quest.

OTHER QUESTS IN OKASANKAAR

- Talk to Zafar about his problem. He asks you to catch a thief.
- Talk to Zernar and try to convince him to halt fish production. He wants you to repair the lighthouse. You must get a big chunk of Helidium in Motazaar and have it cut to shape in Talanzaar.

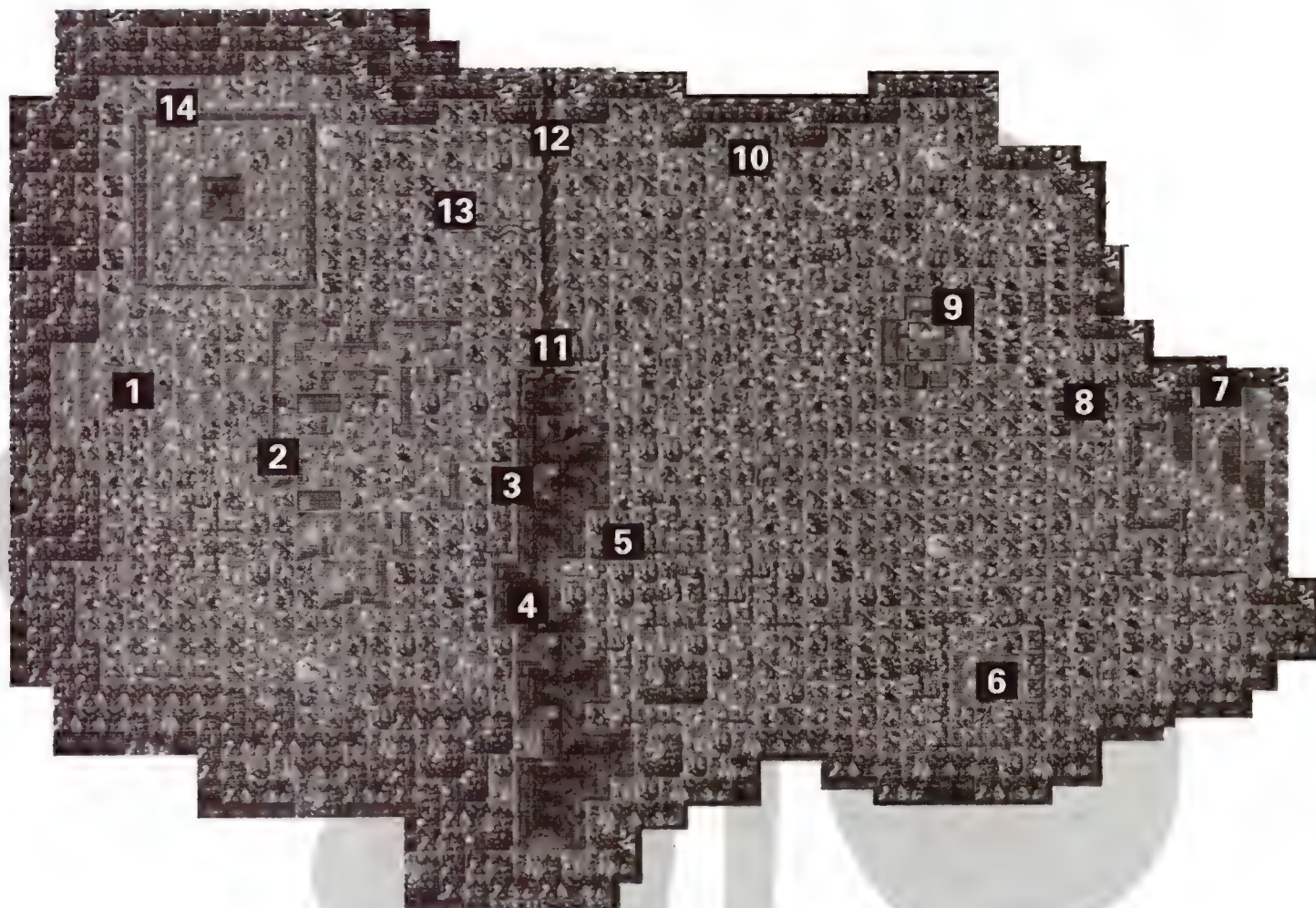
OKAAR

11

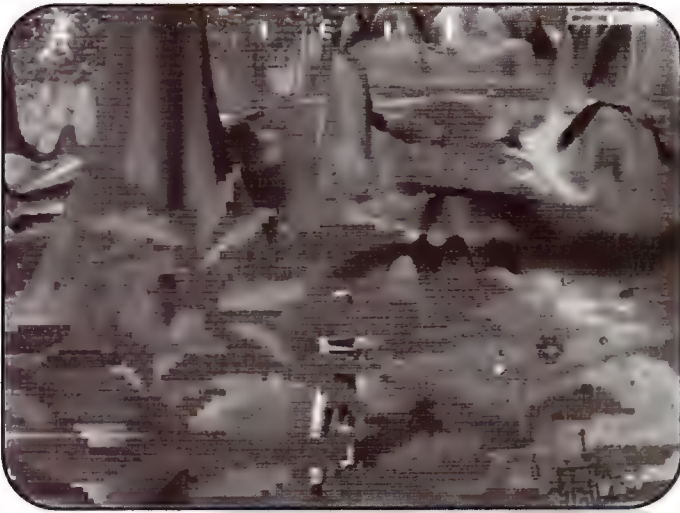


This region is very different from the others. It's an untamed jungle, full of wild beasts and dense vegetation. There are no houses or huts to speak of; the only "modern" structure is a soldier barracks in the west.

OKAAR



- | | |
|---------------------------------------|--------------------------------------|
| 1 Gamors (wood pipe) | 8 Altar (where you find Shamaz Zave) |
| 2 Soldier Barracks (Mon) | 9 Arena (wood pipe) |
| 3 Bridge | 10 Daoka to Okasankaar (Kyuran) |
| 4 Sunken Supply Pod | 11 Waterfall (Mon Key) |
| 5 Maze of Traps (wood pipe) | 12 River |
| 6 Clearing with Stone Organ (Mon Key) | 13 Giant Stone |
| 7 Stockade | 14 Anchondar Pit (wood pipe) |



The entire region of Okaar is a dense jungle, full of hostile creatures.

This remote world is sparsely populated. There are no citizens or leaders, and therefore no towns or temples. The only friendly Talan you'll meet are Kyuran, a mentally unbalanced hunter who believes this region belongs to him, and Shamaz Zave, responsible for Okaar's Mon. He has no temple here; he's come here only to retrieve the Mon for you.



Kyuran may be a little weird, but he's on your side. He's one of the only friendly Talan in Okaar.

Other Talan live here, but they're unlike any you've encountered before. These are the Oogoobar, who are said to be without Essence. Savage and primitive, they roam the forests armed with blow darts.



The savage Oogoobar Talan can be dangerous, especially if provoked.

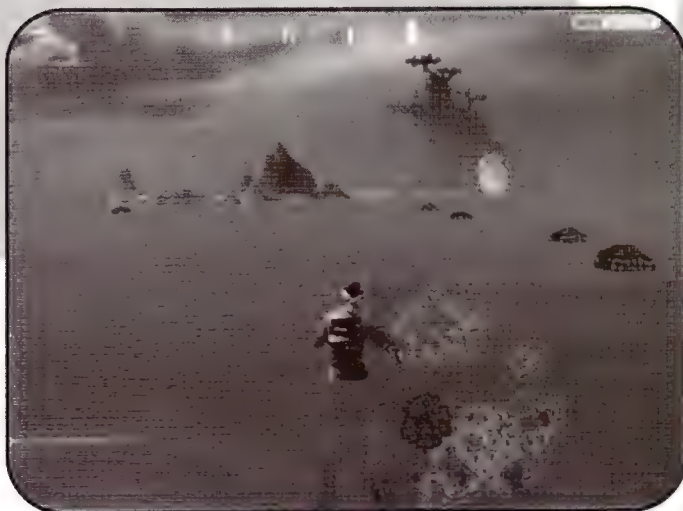
Oogoobar altars provide landmarks here and there around the forests. An ancient arena lies southeast of the Daoka through which you enter the region. To the west, a north-south river halves the entire region.

A bridge in the southwest provides the only way across. Beyond the bridge lie the soldier barracks, and north of that a pit contain a not-so-mythical creature called an Achondar.

To survive here, you must bear in mind that, other than Kyuran, Zave, and some wild Twon-Ha, you won't meet any friendly folks here. What you will encounter are elite soldiers, Oogoobar, Gamors, Krakits, and Fae Trees, as well as the dozens of traps built by the Oogoobar. Be ready to fight at any given moment.

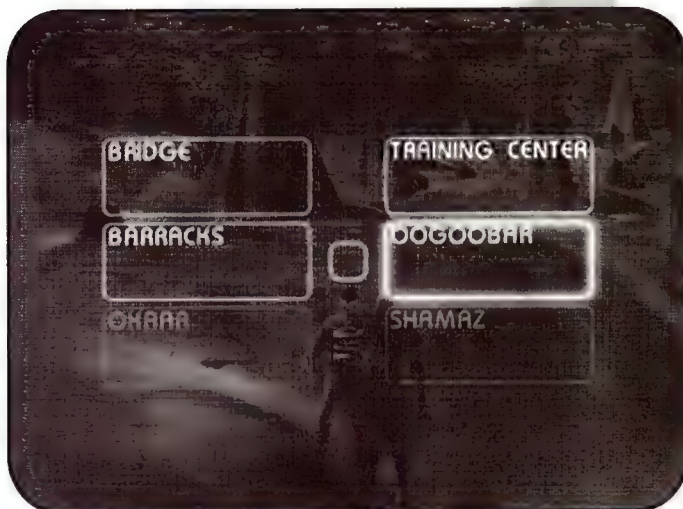
ARRIVAL

To reach Okaar, you must find the Daoka that leads there from Okasankaar. Did you listen to the boatman Sadar's rambling story, back when he took you to Oru's island? If you did, you know the Daoka's location: it's on an island northeast of the main island. You can swim to it without fear of Sannegtas; a canal between two columns of Zort barrels provides a safe route.



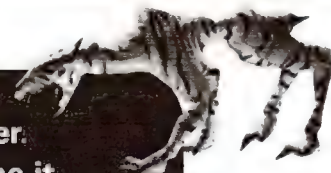
It's safe to swim to the Okasankaar island that holds the Okaar Daoka.

When you emerge into Okaar, find Kyuran, near the Daoka. Talk to him. You can tell him Oru is dead; he'll thank you for conveying the news and give you several Zorkins he was saving for Oru. Then talk to him about the region. He has a lot to say about many subjects, so pay attention.



Unlike other regions, Okaar has only two friendly Talan to help you. Kyuran is one—and he's *really* helpful.

CAUTION Kyuran is an obsessive hunter and trapper. His traps lie everywhere near the Daoka. Watch out—if you step in one it will kill you instantly!



Kyuran tells you a Shamaz has been here looking for the Mon to give it to you when you arrived. Shamaz Zave had a stone map he showed Kyuran for help in translating it. The Shamaz was last seen heading southeast.

You must find Shamaz Zave. He's in danger. Head to the southeast corner of the region. You'll encounter six or seven Oogoobar on your way, and you may have to fight them. They're much stronger than Fae Rhan's foot soldiers. They can take as much abuse from your weaponry as a captain can. Thankfully, their blow darts aren't nearly as harmful to you as the soldiers' weapons are.

You'll find the Shamaz on an altar, about to be sacrificed. Kill the Oogoobar up there with him.



These savages were about to kill Shamaz Zave.

TIP You don't have to kill all the Oogoobar! If you approach them without a weapon drawn, they'll be curious, but not hostile. They'll walk up and stare, and crowd around to look at you. As long as you refrain from doing anything violent, they won't harm you. The only Oogoobar you kill are the three about to sacrifice Shamaz Zave.





The Oogoobar are curious, and won't hurt you unless you hurt them.

Once you've killed the Oogoobar who were about to kill him, speak to Shamaz Zave. Ask him about everything you can.



You've saved the Shamaz. He's shaken, but mostly unhurt.

Zave tells you the Mon is in the soldier barracks under lock and key. Zave didn't hide the Mon here; another, unavailable, Shamaz did. Zave isn't sure where the keys are, but he believes the map he's carrying, drawn by the other Shamaz, might help. It's crude, though, and he's unsure what it's supposed to convey. Zave hands you the map; you'll want to show to Kyuran to see if he can help you make sense of it.



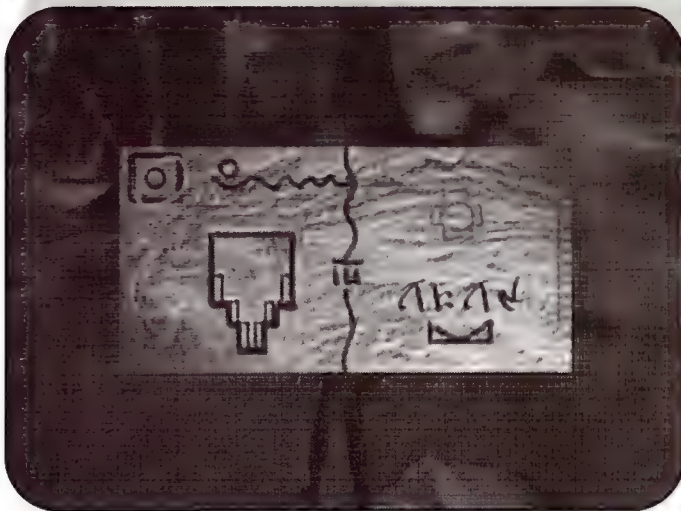
Shamaz Zave hands you this crude map, which has clues for finding the keys that unlock the Mon's hiding place.

When you finish speaking with him, Shamaz Zave tells you he's at your service, and that you can find him near the Daoka should you need him. Return to the Daoka area, find Kyuran, and talk to him. You'll have an opportunity to show him the map.



Hand Kyuran the map when you have the option.

Kyuran explains that four wooden musical pipes are concealed throughout the region, and you must find them. He circles the areas on the map where he's heard them playing their spontaneous tunes.



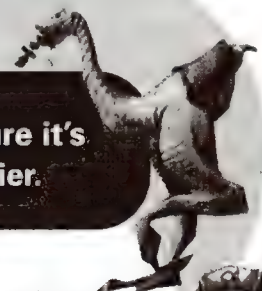
Kyuran marks the map where four wooden pipes are hidden. You must locate them to get the Mon.

THE WOOD PIPES

You must recover all four pipes. The map is sketchy at best, even with Kyuran's helpful scratches, but one factor works to your advantage: the pipes make distinctive, musical sounds you can hear when you get close. Then you can follow the noise to find the pipe.

NOTE If your computer's sound card supports 3-D sound, make sure it's enabled in the Options menu. It makes tracking down the pipes a bit easier.

Working from the nearest wood pipe to the farthest, head for the arena southeast of the Daoka. The entrance is in the south, but it's barred by a gate that opens only from inside. You can climb in via low points at the corners, though.





**Climb into the arena, but don't go too far.
Gamors inhabit it.**

Three Gamors lurk in the arena. You don't have to risk your neck to kill them, though: stay up on the wall and kill the Gamors from there. They'll wander through the center of the arena often enough for you to finish them off easily.



**Kill the Gamors from atop the wall you
jumped onto to enter the arena.**

When the Gamors are dead, search the arena. There are a few boxes of ammo and some other valuables around. Listen for the wood pipe, and when you hear it follow the noise. It's in the bleachers in the arena's northwest area. The Advisor identifies it as a "key." When you've found it, pick it up and exit the arena. You don't have to climb out; instead, press the button on the south wall and leave via the gate.



Use this button to open the arena's gate.

The next wood pipe is southwest of the arena. Dozens of stones there have been assembled to form a simple maze. What it lacks in complexity it makes up for in brutality, though: the maze is full of traps, including heavy logs swinging from trees and stumps that propel darts. You'll see a lot of strange mushrooms on the ground; if you touch them, they explode, billowing poisonous spores.



Beware of traps, such as these dart-shooting tree stumps and swinging logs.

You can get through this maze with little hassle if you pay attention and time your movements. The pipe is somewhere in here, but even if you find it early, it's worth continuing to explore the whole thing. You'll find a lot of equipment and ammunition.



The second wood pipe lies near the south edge of this maze of traps.

After you've recovered the wood pipe here, you must cross the river to the west. The bridge lies north of your current position.



Travel north along the river until you reach the bridge.

You can hear squawking in the distance. A flock of nasty winged creatures circle overhead near the bridge. When you cross it, they'll swoop down and strike you, and they pack a mean blow.



Those bird things are fiercely territorial, and seem to consider the bridge part of their territory.

They're afraid of loud noises, though, so if you fire a few rounds from your HK-PI2 as you cross, they'll leave you alone.



NOTE Other than scaring them, your weapons have no effect on these creatures. Don't try to kill them; you'll only waste ammunition.

The entrance to the soldier barracks on the other side of the bridge is in the south wall. You needn't tangle with the soldiers yet, unless there are any in your way outside.



That building is the soldier barracks, and it's full of powerful elite soldiers. Don't bother them right now.

Travel to the west side of the building. The wood pipe is almost directly west of the barracks. You'll know you're nearing it when you encounter a pack of Gamors. Kill them, and hunt around for the pipe. Keep listening: it's nestled among some small rocks.

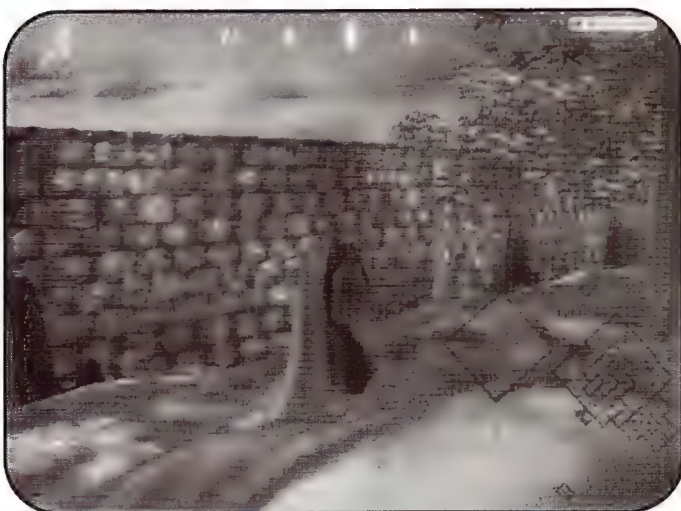


The third wood pipe is in the area west of the soldier barracks.

The final wood pipe is hidden in the north. An area bigger than the barracks itself is partitioned off behind four huge stone walls. The entrance lies in the middle of southernmost wall.

TIP Now is a wonderful time to save the game. You're about to face a gigantic, fire-breathing beast that makes the Gorgor look like a june bug.





Head north from the third wood pipe to this long stone wall.

Follow the wall to the entrance and peer in. A gigantic courtyard is tiered downward from the walls, and there's a huge pit right in the middle of it.



Get the feeling something bad lives in this pit? Trust your instincts.

If you march right into the courtyard, you'll find out what lives in the pit. One of your conversations with Kyuran concerned the Achondar, a fire-breathing, dragon-like beast many Talan believe is a myth. If you made enough noise entering the courtyard, that myth will be towering above you, plotting your fiery death.



The Achondar is huge, hard to kill, and spits fire at you.

When it breathes fire, don't dodge only the flames. The torrent of hot air is so strong it kicks up debris from the ground where it hits. If you're in the vicinity, the shrapnel will damage you.

Once you've entered the beast's courtyard, a gate shuts off the entrance. To open it, you must push four giant buttons in the ground. One lies at each corner of the Achondar's pit.

The first thing to do is duck. The Achondar won't attack if you're quiet.



Keep low, and the Achondar will stay in its pit and leave you alone.

Crawl to the northeast corner of the pit, to one of the four buttons you must push to get out of here. Nearby, you'll see the last wood pipe. Crawl to the pipe and pick it up.



Here's the last of the four pipes you must acquire to get closer to retrieving the Mon.

Now for the bad news. You must press the four buttons within a short period of time, or the gate won't open. You can't possibly hit them all in time by crawling. That means you must get up and run, and the beast will hear you. Although it's possible for you to kill it, the attempt makes matters a lot more dangerous than just running like hell. Avoid fighting this beast.

Crawl to one of the two buttons in south corners. Step on it, run north to the next one, step on it, run across to the next one, step on it, and then run south and step on the last one. Now run to the opened exit—and don't slow down!



As you run from button to button around this pit, you'll get startlingly close to the game's biggest creature. Don't stop!

Once you're clear of the exit, you can relax. The beast won't stray from its pit, and you never have to go in there again. You have all four wood pipes. It's time to use them.

THE TWO KEYS

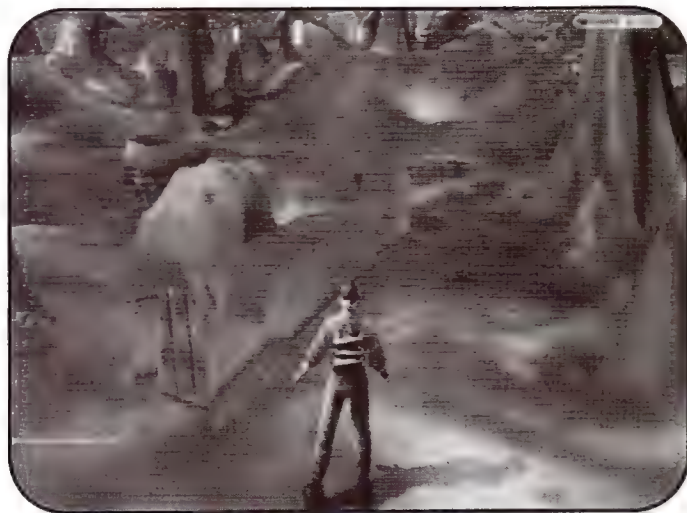
Look on the HUD map for a squarish area, defined by rocks, in the southeast corner of the region. It coincides with a bow-tie shape on the lower-right side of the stone map you got from Shamaz Zave. Neither Kyuran nor Shamaz Zave knew much about the four symbols above the bow tie.

Go back across the bridge and head for that area. You must enter the stone square from the north, passing over a slight rise. Inside, you'll see a tent and a big cauldron over a fire. There may be Oogoobar there, but there's no need to kill them unless they attack you first.



This squarish, secluded area lies in the southeast corner of the region.

In the south part of this square, there's a large, carved stone with four slots on it. It makes a musical noise similar to the pipes'. The slots correspond to the symbols on the stone map, and the four wood pipes.



You'll insert the wood pipes into the slot on this gigantic, ancient organ.

Look again at the stone map, at the row of four symbols in the lower right. Two of those symbols are the same. Look in your Backpack and notice there are only three icons for the wood pipes. Move the highlight over the icons, and notice that one of them represents two pipes: two pipes are identical.

Walk up to the side of the stone organ with the slots in it. Insert the two identical

pipes into the two holes that are in the same positions as the two identical symbols on the stone map—the first and third slots from the left.



After you insert the two identical pipes into the first and third slots, the organ looks like this.

The other two wood pipes are interchangeable. Insert one into each remaining slot.



After you've inserted all four wood pipes in the organ, you'll view a short cutscene.

A video sequence shows the organ playing a tune, and then ejecting an object from its west side. When the scene ends, find the object. It's a key.



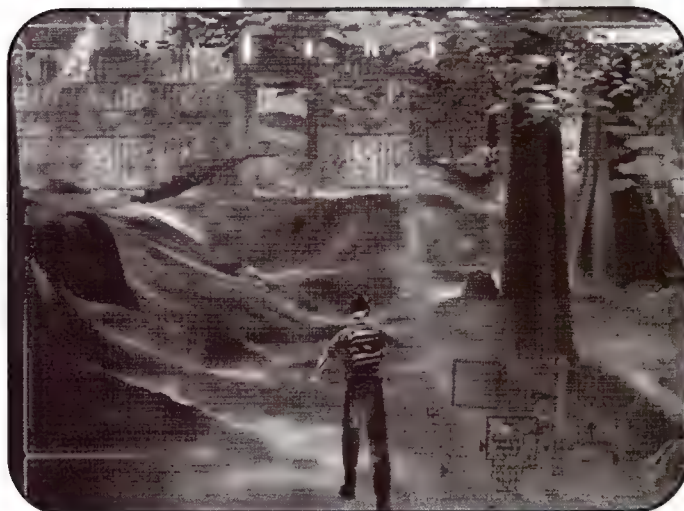
The organ will eject this key from one side.

THE WATERFALL

The Mon is locked in a stone container in the soldier barracks. You'll need two keys to open it. You've just acquired one.

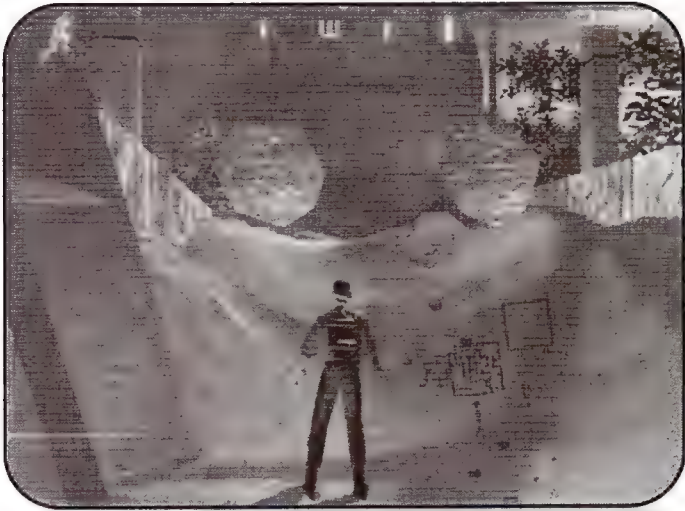
The hunter, Kyuran, said he didn't know why the waterfall in the river, and an area north of the barracks, were included on the map. Now you'll find out.

Head back to the bridge and cross it, wary of attacking birds. On the west side of the bridge, turn right and head north along the river. You'll come to a small structure with an entrance in its south wall; you must climb a flight of steps to get in.



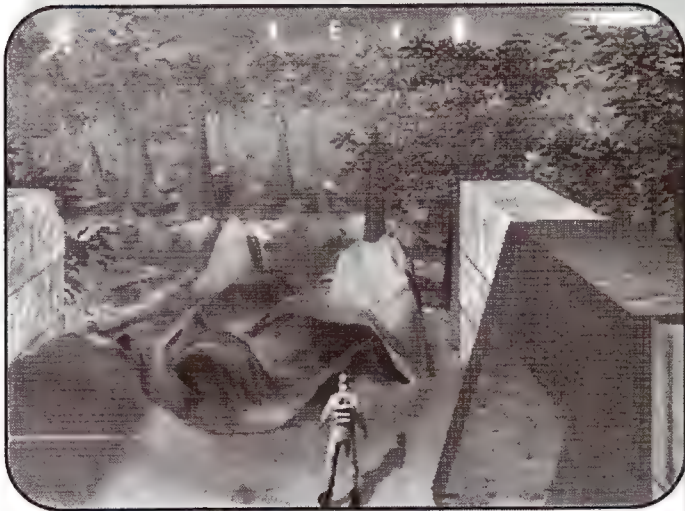
Head north from the west side of the bridge to this structure.

Walk in and look left. The ground slopes upward, and a gigantic, spherical boulder sits atop the slope. A support beam runs high above it; two smaller stones hang from ropes attached to the beam.



You know you're going to have to do something with that giant boulder.

To your right (east), a winding, black slope opens into the river. Don't step into it, or you'll slip and slide down into the river yourself.




This chute lies opposite the massive rock.

Turn back to the boulder. Draw your HK-PI2 and fire at the two smaller boulders. Get them swinging, and they'll bump into the huge boulder until they dislodge it.



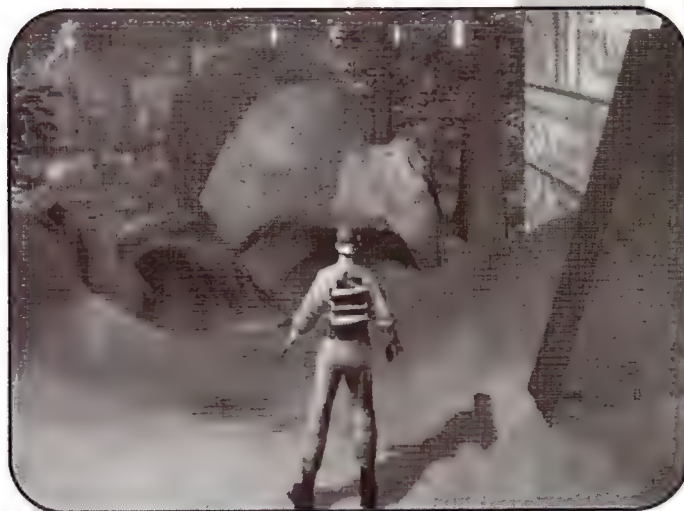
Open fire on the smaller stones to dislodge the big one.



CAUTION Stay near the doorway as you work on dislodging the giant stone. When it starts rolling, you'll have to get out of the way fast!



The stone rolls down the winding black slope, drops into the river, and rolls south toward the bridge.



The stone rolls into the river and on toward the waterfall.

A cutscene shows the stone rolling downriver and over a waterfall. As it does, it triggers a mechanism that causes a dam to close, halting the flow of water over the cascade. When the sequence ends, head down the black slope into the river.



Slide down the slope and into the river.

Swim south toward the dammed waterfall. Climb onto the dam and drop off the other side into the water below. Then turn around and look north. You'll see a cave below the waterfall.



Your efforts with the boulder have exposed this secret cave.

Climb into the cave and head toward the rear. There, on a pedestal, is the second key. Pick it up.

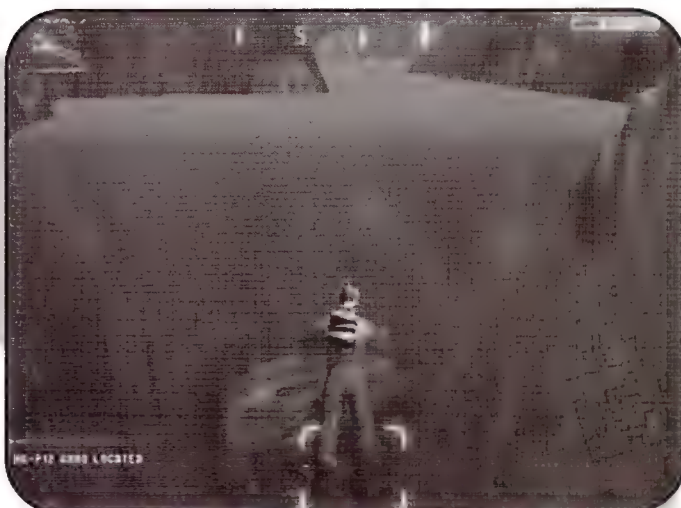


The key in the secret cave is the second of the two keys you need to free the Mon.

THE SOLDIER BARRACKS

It's time to head to the barracks, and one of the game's most challenging battles. You can't quite get there from here, however. First, you must swim out of the river. The only stairway out of the gorge lies south of the cave, on the east side of the river.

Swim south from the cave past the pillar that holds up the bridge. Check it out for some ammo. Continue swimming until you come to a wider area; then watch the bottom of the deep river. You'll see a metal container. Don't get too excited; it's not the probe, but it is a cargo container that accompanied Cutter into this world. A huge cache of supplies lies near it. Dive to the bottom and collect everything.



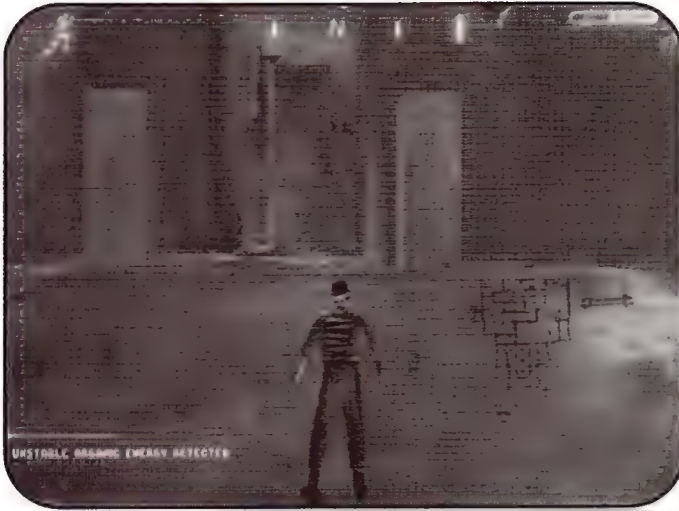
Scan the river bottom for this cargo container.
Then dive and pick up all the supplies around it.

You should have plenty of ammunition now. If you're hurt, conserve the medical supplies and head for the Daoka, and ask Shamaz Zave to heal you. You must be at full strength for your assault on the soldier barracks.

Head for the bridge. After you cross it this time, move carefully to the barracks entrance. Kill any soldiers outside and head in. Have a powerful weapon at the ready; the FT-47 is ideal.

NOTE A lot of ammo lies in the corners of this room, but be very wary if you go after it. Soldiers continue coming down from the barracks to see what the commotion is.





Enter the soldier barracks with care, and use the HUD map to track enemy positions.

The first room in the barracks is a courtyard, with a lot of pillars scattered about. Hunt down enemy soldiers in the area, using the pillars for cover.



Attack any soldiers in the barracks entrance chamber.

This courtyard continues northeast. It bottlenecks, and the pillars are replaced by more random rocks. After this point, the barracks spirals in to your left. Your goal is to battle your way to the center, where the Mon is, and kill all the soldiers in the process.

Soldiers will descend the stairway to the north, and they'll use the rocks to sneak around and flank you.



You must get up the stairs next to this burn victim.

After you climb the stairs, the battle continues west down a lengthy hallway. Pillars create another bottleneck ahead. Duck into a nook in the extreme northwest of the temple to replenish the ammo for some of your weapons. Use this nook for cover as you battle soldiers along the corridor.

TIP Note the huge rock at the foot of this staircase.

Try this: lay some dynamite and a THNDR-STP33 east of it, and then head around to the west side and fire at soldiers at the top of the stairs. Any soldiers who try to come around from the other side are in for a surprise.



Duck into this nook for cover as you breach this hallway.

At some point, you'll have to storm that bottleneck. This is the most dangerous part of your assault. If you have the LN-DUO 500, lob bombs in that direction as you approach. After they go off, switch to a powerful weapon, such as the Flame Gun or the HAWK-MK8, to finish off the disoriented enemies.



Battle your way through the bottleneck, using as much firepower as you can muster.

You'll reach an area with a small pool in the center. Continue fighting the soldiers. Most of your remaining enemies are in this area. Fight them, using the pillars for cover and wielding your most powerful weapons.

If there's a soldier remaining when you reach the center of the barracks, it's probably the captain. Fry him with your biggest, baddest gun.

TIP Don't worry if you run low on ammunition. You're almost done here, and after you get this Mon, the game enters the final sequence. In it, you lose all your weapons and ammo, so anything you save now will only be wasted.



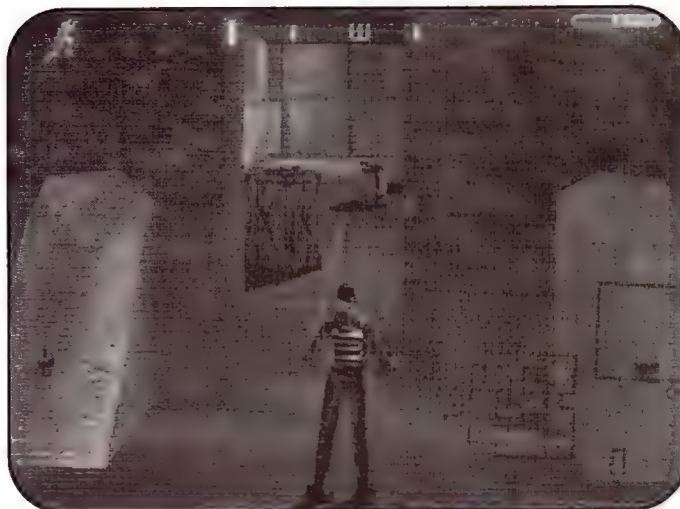
The captain is the most powerful soldier you'll meet here. Be merciless.

When all the soldiers are dead, finish your journey to the center of the region. A stone pot sits in front of a wall with two rounded pillars jutting out. Each pillar has an oddly shaped hole.



Those two pillars hold the keyholes for the two keys you acquired in this region.

Look at the oddly shaped holes, and then at the two keys in your Backpack. Insert the keys into their corresponding holes, and the wall will open.



Turn the two keys to reveal the room behind this wall.

Step into the room and pick up everything there—equipment, ammunition, money, and the fourth Mon.



You've recovered the fourth Mon!
Congratulations.

AFTER YOU'VE ACQUIRED THE FOURTH MON...

This time the holocall you receive is startling: soldiers have attacked the Guardian camp in Ranzaar.

After this point, the game enters its final set of sequences. To find out about the endgame, and Talanzaar, where it takes place, read on!

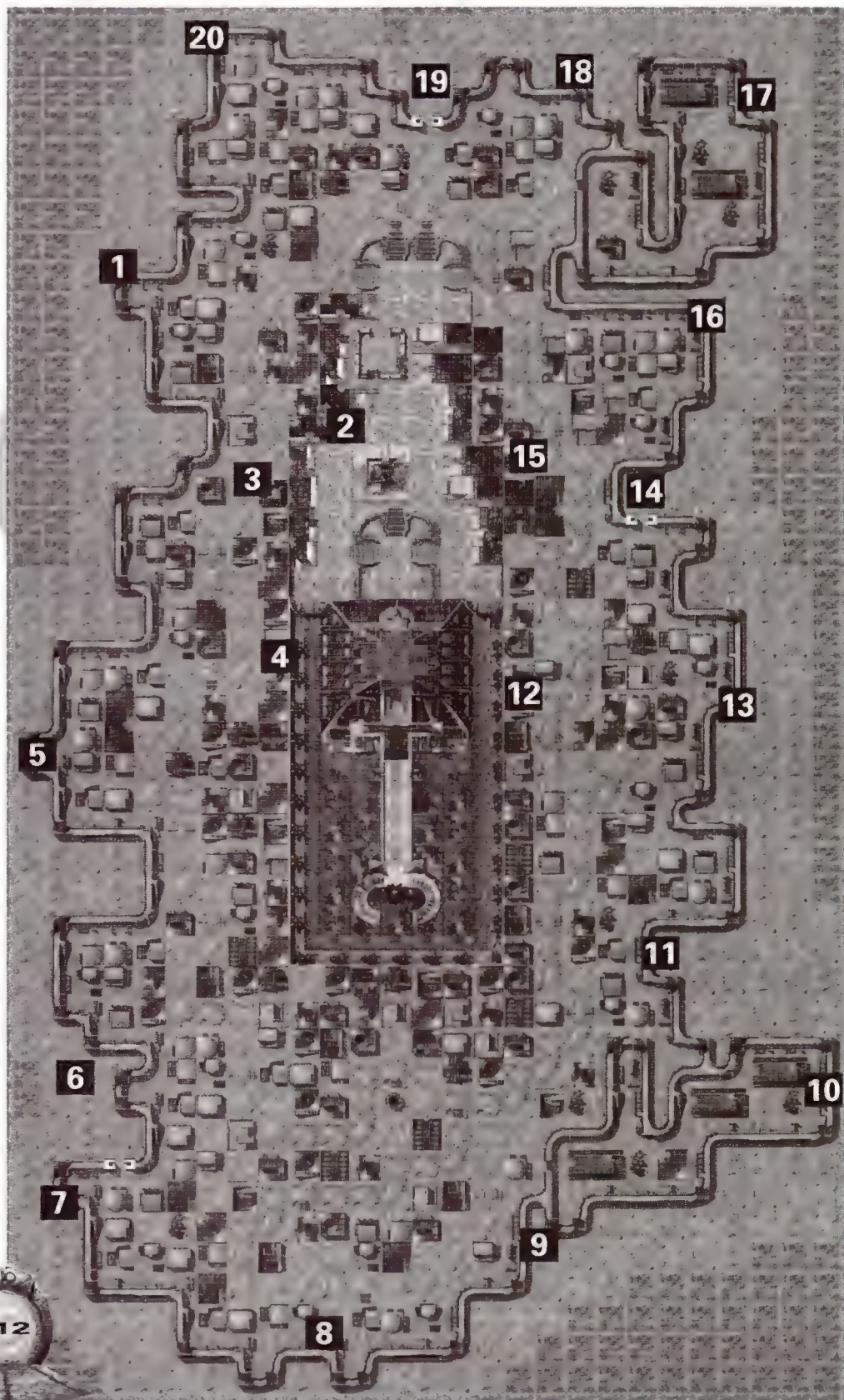
TALANZAAR

(AND THE FINAL MON)

12

Talanzaar can play as big or as small a role in your Outcast experience as you wish it to. In this walkthrough, you'll pass through this region only when it's absolutely necessary.

TALANZAAR



- 1 Riss Bok
- 2 High Town
- 3 Shamaz Zokrace's House
- 4 Palace Fae
- 5 Builders Bok
- 6 Daoka to Okasankaar
- 7 Sankaar Bok
- 8 Animal Skin Bok
- 9 Pottery Bok
- 10 Armory
- 11 Spice Bok
- 12 Recreator
- 13 Fruit Bok
- 14 Daoka to Motazaar
- 15 Zot's House
- 16 Construction Bok
- 17 Barracks
- 18 Water Bok
- 19 Doaka to Shamazaar
- 20 Meat Bok



Talanzaar's city, Okriana, bustles with merchants and shoppers.

Talanzaar is virtually a clearinghouse for quests, with goals ranging from cutting off its resource (taxes) to dozens of minor, optional tasks. A Ulukai can easily keep himself busy in this region, earning rewards *and* helping his reputation.

Because Talanzaar is where the game's final stages take place, and because you can't acquire its Mon until after you have all the

others, it's appropriate to end the walkthrough here. However, much of final part of the game leading up to the Talanzaar finale takes place in other regions.

Here, you'll learn about the layout of Talanzaar and some of the quests you can undertake. The section titled "The Final Mon" completes the walkthrough. Skip to it if you wish to get on with the main quest immediately.

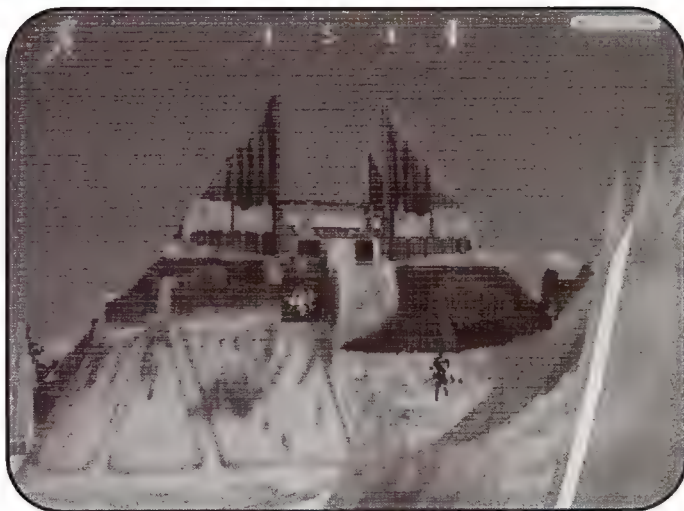
CAUTION If you've skipped ahead from an earlier part of the walkthrough to read about Talanzaar, stop reading at the end of that section, or you'll spoil the end of the game!



OKRIANA

Most of Talanzaar is occupied by Okriana. This bustling city is Adelpha's center of commerce. Talan from every region travel here to purchase goods in its many markets.

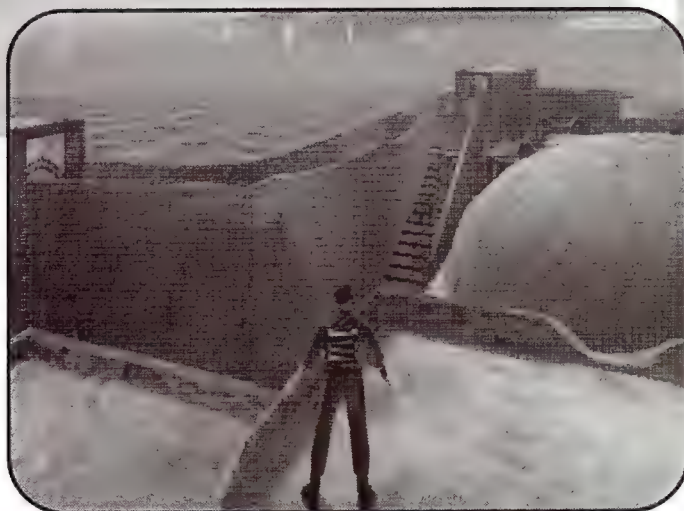
Okriana is also where Fae Rhan resides. Years ago, he had a massive palace built in his honor, right in the center of the city.



The Palace Fae, from which Fae Rhan rules, is Okriana's central feature.

The city is divided into 10 "Boks"—districts specializing in the sale of a particular type of product. Whenever you're given directions, you'll be told to head for a certain Bok. Don't worry about memorizing the Boks, though; the Talan you converse with will tell you which direction from the Palace a person or place lies.

A high wall surrounds the entire city. A walkway along the top is accessible via staircases located at intervals along it. Soldiers use this walkway, so stay on your guard.



You may use the walkways along the outer wall, but soldiers patrol them regularly.

There are two soldier strongholds in Okriana. In the northeast, there's a walled-off armory where Fae Rhan's soldiers store the taxes they collect. This region's soldiers are based in a barracks in the southeast. Both locales are rife with soldiers, as is High Town, the elevated area just south of the Palace Fae.

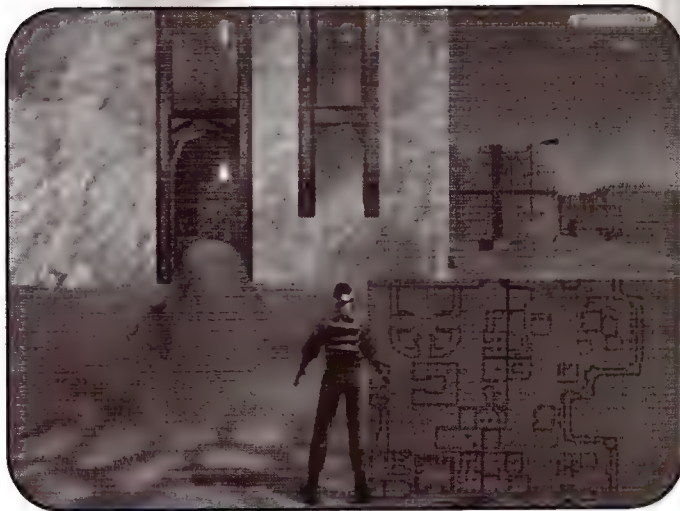


Those stairs lead to High Town, a soldier-infested annex to the palace.

Daokas out of this region lie outside the city walls. The one to the north leads to Shamazaar, the one in the west to Okasankaar, and the one in the east to Motazaar. The latter two are guarded, but not heavily.

MAIN CHARACTERS

Among the city's multitudes of merchants, shoppers, beggars, and other citizens, are the Talan holding the three key positions that you've come to expect. Shamaz Zokrace stays in his little temple west of (and literally adjacent to) the Palace Fae; its entrance faces north.



Look for this entrance to the Shamaz's home, west of the palace.

The Shamaz can provide all the usual assistance for Cutter: he can heal him when it's needed, tell him about the region, and tell him where the Mon is. In this case, though, Cutter is helpless to get the Mon. The Shamaz reveals he's hidden it within the Palace Fae, using the prevailing logic that the soldiers won't look for it under their very noses.



The Shamaz can't help you get the Mon in this region.

The palace is impregnable, even to Cutter. Shamaz Zokrace suggests you pursue other tasks and wait. The Shamaz's services are often needed inside the palace; if you just wait until he's summoned, he can recover the Mon for you. (This won't happen, however.)

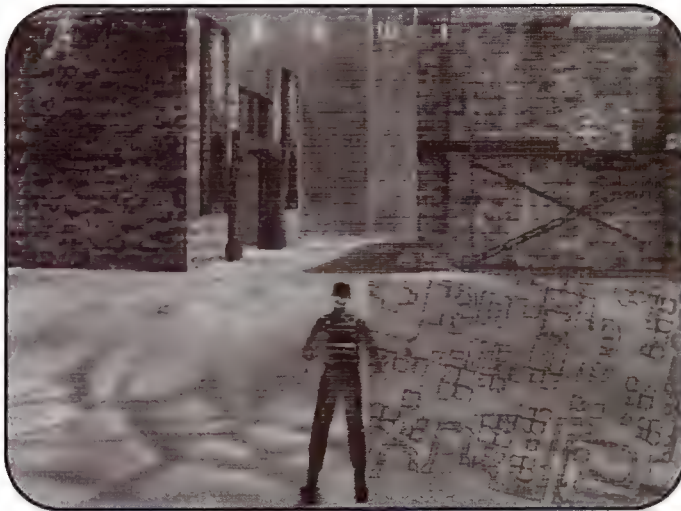
Zot, Talanzaar's leader and controller of its resource, lives in a house east of the palace, exactly opposite Shamaz Zocrace's

temple. The "resource" he controls is money: he's in charge of taxing the region's citizens. To convince him to stop collecting taxes, you must complete a lengthy quest to resolve a feud between two merchants.



Zot, the tax collector, can stop collecting taxes to further weaken the soldiers' infrastructure.

This region's Recreator is tucked away in a workshop east of the palace, north of Zot's house. The entrance lies in an alley adjacent to a palace wall.



To find the Recreator, travel south from High Town, looking toward the palace for this alley. Go down the alley and turn left to find the entrance to his workshop.

TIPS AND QUESTS

You can't retrieve this region's Mon before the end of the game, but there's a lot you *can* do in Okriana. In addition to the many quests, you can get a lot out of the city by simply exploring.

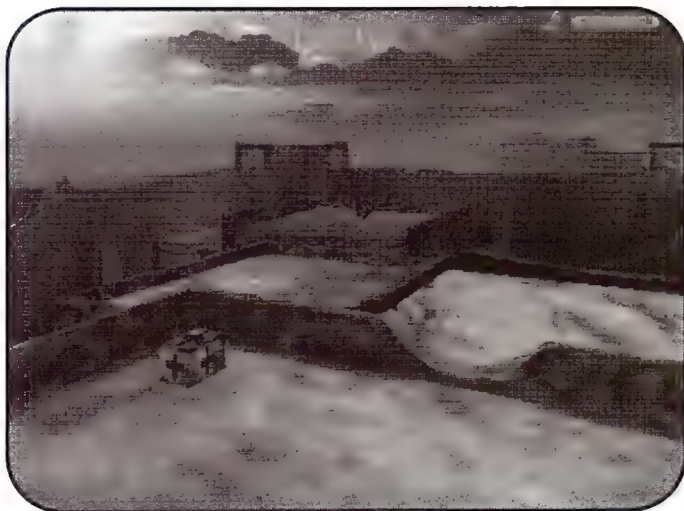
When you enter this region, a Talan near the Daoka explains a bit about it. He confesses he's been stealing keys to the guard's locked storage areas and hiding them around the city. See if you can find them.

Look for staircases inside and outside houses that lead to the rooftops. You also can jump and grab awnings to pull you up.



Use awnings (or any other means) to climb to Okriana's rooftops.

Jump from roof to roof and explore them thoroughly. You'll find keys, money, ammo, and more. You'll also have a bit of an advantage should you become entangled with soldiers patrolling the ground.



You'll find all sorts of useful items on the city roofs.

Attack the armory and the barracks. You'll take out a few dozen soldiers, and the buildings are full of ammo and supply caches. Be careful in the armory, though: it's full of elite soldiers.

Explore, explore, explore! Look in every house and in every nook and cranny. Talk to as many Talan as you can and you'll be offered quests galore. This region has more

quests than in all the others put together. Each of the 10 Boks holds at least one Talan who needs help with something.

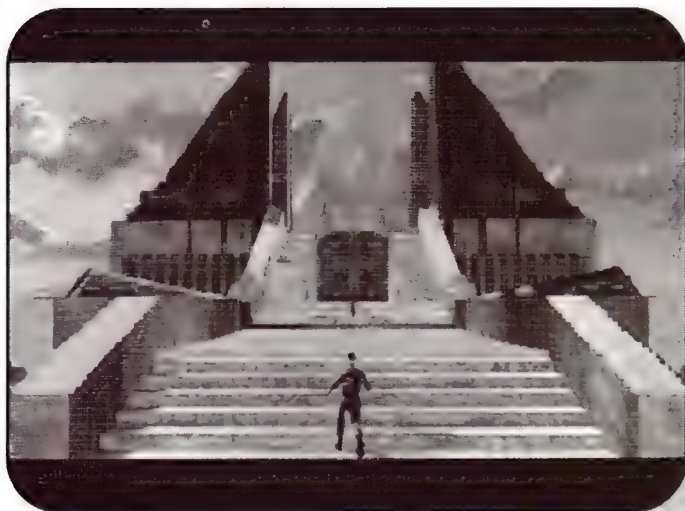
The quests include:

- Visit Zot and convince him to stop collecting taxes. He'll want you to settle a quarrel between two merchants, Zoss and Heza.
- Heza, the water merchant, has a problem with his well. The water is running low. You can help.
- Balazaar, in the region's eastern area, wants a relic that lies somewhere outside the city walls. If you find it, you can sell it to him as is, or clean it first—by having the Achondar in Okaar breath fire on it!
- Jokace, in the southeast, needs four Zeedog glands to make glue. You can get them in Okasankaar.
- Tezu, a potter in the southeast, wants you to break pots around the region. If you do, go back and tell him and he'll pay you.
- Mored, near Balazaar, would like you to bring him 10 Hoti Fruit, plentiful in Okaar.
- Gizo, in the southwest, would appreciate it if you'd deliver an item to a Talan in Okasankaar.
- Nikka, in the west, needs a loan, but he can pay you back later.
- Zagu, in the southeast, can make a drink known to cause some Talan to pass out. Take him five bottles, which you can get in this region, and a Daguerach from Okasankaar.
- Mogad is hard to miss. He stands in the east beneath a crane swinging out of control. Shoot the payload to bring it to a stop.



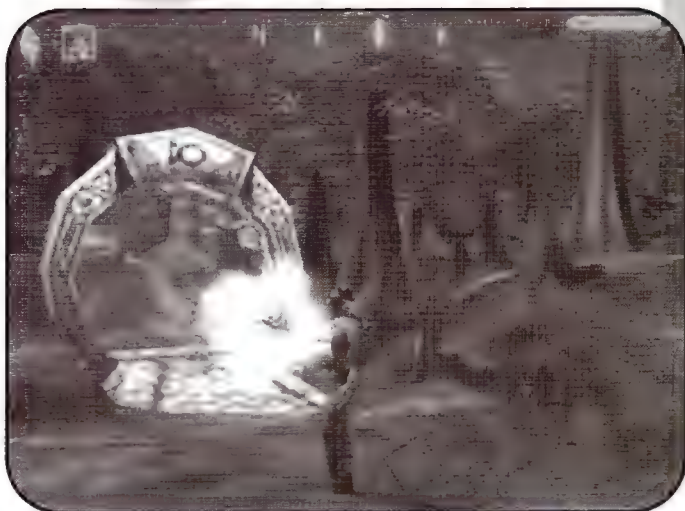
THE FINAL MON

If you're continuing from the previous walkthrough, you've come to the right place. You've just laid claim to the fourth Mon, and the only region that still has one is Talanzaar. If you visited the Shamaz in that earlier region, he told you the Mon was inaccessible—and it still is. To get it, you must follow the story shown in the cutscenes after you recover the fourth Mon.



The time is coming for Cutter to storm the (formerly) impregnable Palace Fae.

Kill time until you receive a holocall. Return to the Daoka, have Shamaz Zave heal you, and talk to Kyuran. Most importantly, save your game.



Save the game after you get the Mon from Ranzaar.

ATTACK ON RANZAAR

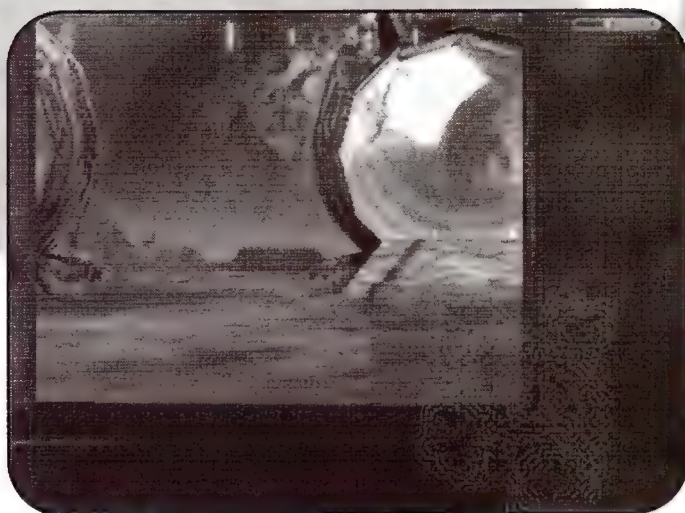
When the holocall comes, Marion Wolfe has upsetting news. Kroax has found the Daoka to Ranzaar, and the Guardian camp is under attack. The call cuts off suddenly.

Waste no time getting there. Proceed through the Daoka to Okasankaar. A Daoka near the soldier stronghold south of where you emerge leads directly to the Temple Fae in Shamazaar.



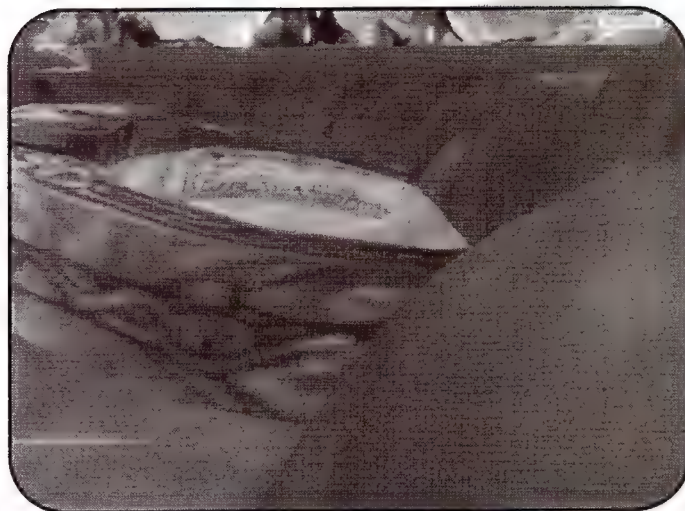
Head back to Okasankaar posthaste; then go to the Daoka in the distance.

Go through the Daoka to appear back in the Temple Fae in Shamazaar. It's still deserted.



Return to Shamazaar, the only region that connects to Ranzaar.

Talan in this region will try to flag you down as you run by. Stop and talk to one. He'll tell you the horrible news: soldiers have attacked Ranzaar and taken the Guardians captive. Run to the pond through which you first entered Talanzaar, in the southeast corner of the region.



Remember this Daoka? Swim through it to return to Ranzaar.

Swim through the Daoka to materialize in Ranzaar. The camp has been devastated. The buildings in ruin, and a pack of Gamors has moved in. Kill them.



The Guardian camp has been destroyed, and Gamors roam the street.

Enter the building to the west (where you started the game). Jan stands alone there, staring off into the distance. Talk to him.



Speak with the forlorn-looking Jan. He has a startling confession.

An informant led Fae Rhan's troops to the Guardian camp. Jan confesses that *he* is that informant. He made a deal with Fae Rhan back at the Darosham to keep from being killed. Jan deeply regrets this.

Cutter convinces Jan he can still redeem himself. Guardians in other regions don't know he's a betrayer, and so he still has an influence. Those Guardians can, in turn, influ-

ence the Talan citizens of Adelpha, whose hopes have been bolstered by the heroic deeds of the Ulukai. Jan must inspire them to rise up and fight their oppressors!

Jan agrees to try to incite revolution. Meanwhile, Cutter must rescue Zokryn, Marion, and the other prisoners. Jan tells him they were taken to a stockade in Okaar.



Cutter gives Jan a pep talk and inspires him to lead the oppressed Talan people in revolt.

RETURN TO OKAAR

While Jan works to free his people, Cutter must rescue his comrades. Return to Okaar, retracing the steps you took to reach Ranzaar. When you emerge in Okaar, Kyuran can help you locate the captives—but no matter how you plead, he won't help you save them.



This powerful hunter would make a good ally, but he refuses to help you.

The captives are southeast of the Daoka, in the far eastern area of the region. Head there. You'll see a stone wall in the distance.

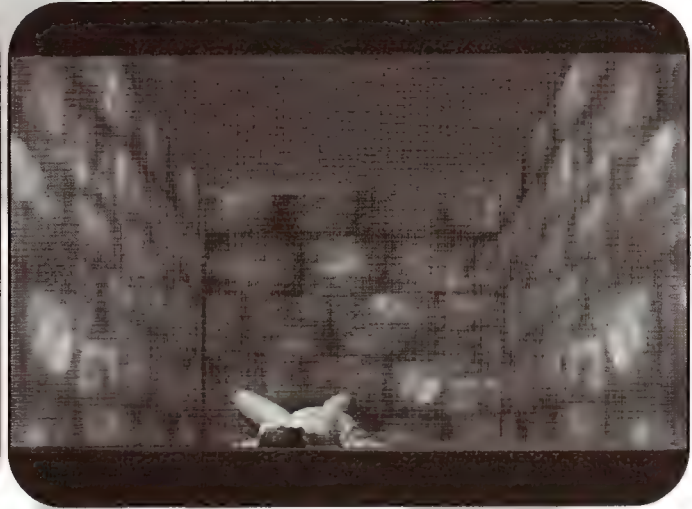
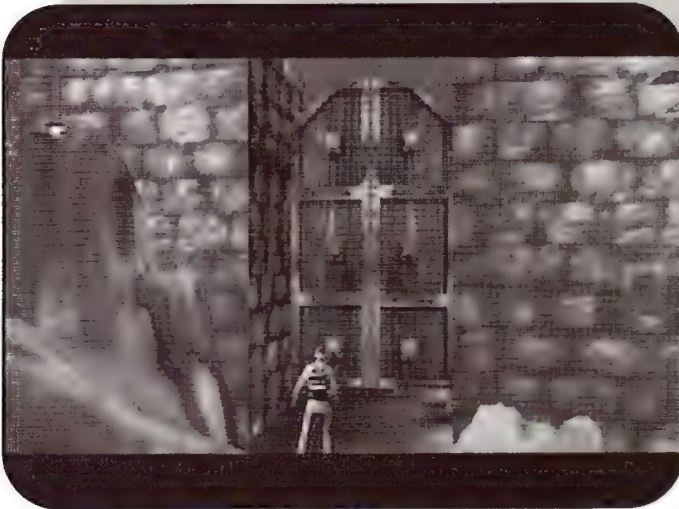
TIP Save your game now, before you enter the soldiers' area. You're about to lose all your weaponry, except the HK-P12 and a dozen or so rounds of ammo with which you must battle a platoon of enemy soldiers.





The captives are held behind this wall.

Follow along the wall until you find a door. A cutscene shows Cutter approaching the door. When he steps through, however, the ground opens beneath him and he falls into a pit.



Cutter falls into a trap set by the soldiers.

Cutter awakens in a cell with several Guardians. When the cell door opens, he instinctively reaches for his Backpack to draw a weapon—but the Backpack is gone.

Standing in the doorway is Marion Wolfe, holding Cutter's Backpack. She managed to avoid capture and stole his gear from the soldiers, but they'd already removed most of the weapons. When she hands it to Cutter, it contains only the HK-PI2 and a few rounds of ammo.



For once, you can be glad to see Marion Wolfe. She has Cutter's Backpack.

Wolfe and the other Guardians are going to try to get everyone safely out of here. Cutter will remain behind and finish off the soldiers in this area. The cutscene ends, returning control of Cutter to you.

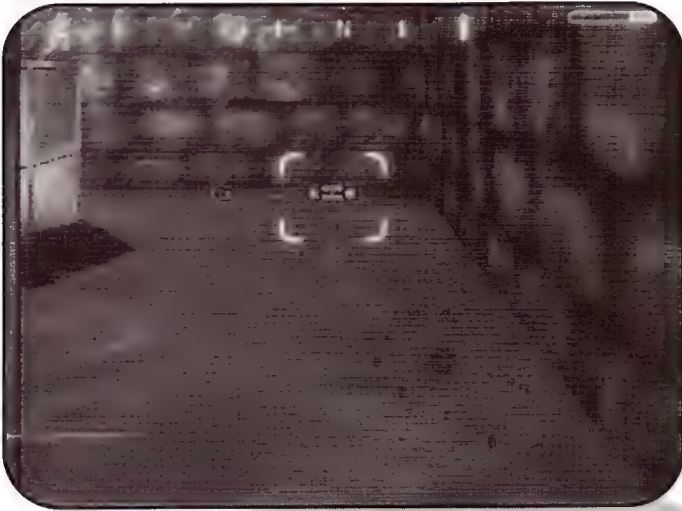
What follows is very difficult. You stand in the cell armed with the HK-PI2 and very little ammunition. There are more soldiers outside than you have rounds to kill them with.

Attack those approaching the doorway, but don't stay in the cell. You'll be a sitting duck. Burst through the door as soon as you can. You'll find yourself in a large, walled outdoor area. Several other cells hold more ammunition; check out the corners of this area, as well.



This area has lots of cover and plenty of ammunition lying around, but there are many soldiers, as well.

Using trees and rocks for cover, kill soldiers as your ammo permits and work your way to remote areas of the stockade to replenish it. There's enough ammunition there to finish off all the soldiers without having to resort to your fists.



Lay waste to the soldiers, using ammo you find around the area.
You shouldn't have to fight unarmed.

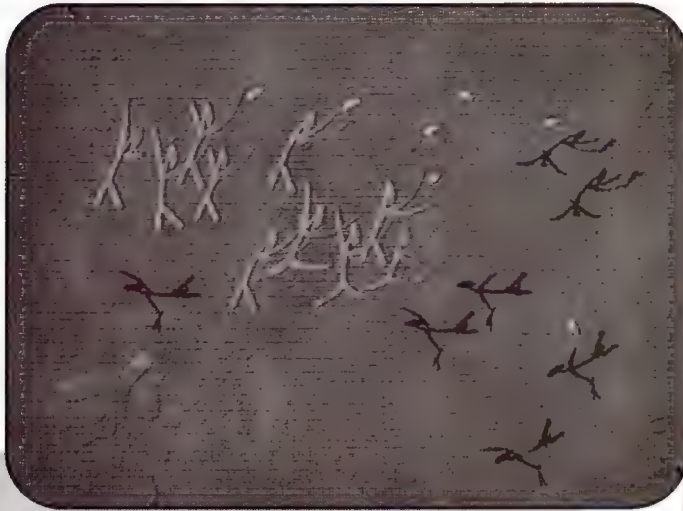
After you've killed them all, head for the large door in the west wall. Another cutscene takes you to the game's final sequence. Exit the stockade and reunite with the Guardians. They're ready to head to Talanzaar to attack the Palace Fae.

It's time to take care of Fae Rhan.



The door opens, and you see Wolfe, Zokryn, and the other Guardians waiting for you.

THE PALACE FAE



This loading screen foreshadows the next few scenes of the video sequence.

Jan succeeded in inciting the people to rise up against the soldiers. The peaceful Talan have had enough. They've always outnumbered the soldiers, but it's taken brave deeds of the Ulukai to inspire them to fight. Now, they're doing it with gusto. The next several scenes show the citizens of Adelpha beating down the soldiers.



That poor soldier doesn't stand a chance against the Riss farmers fighting for their freedom.

Cutter arrives at the Palace Fae only to discover that Marion Wolfe has gone inside to get the Mon—alone. Cutter must enter, but he's poorly armed. Jan says they've found his weapons, but little ammo. However, all the Talan Cutter has helped and inspired throughout his journey want to show their

gratitude. They give up their prized, "sacred" relics of the Ulukai—ammo for Cutter's weapons. Armed once again, Cutter heads into the palace.



Cutter charges through the doors into the Palace Fae's interior courtyard to rescue Marion Wolfe—again.

The doors slam shut behind him. He continues, and as he passes a staircase, Kroax shouts down to him from the landing.

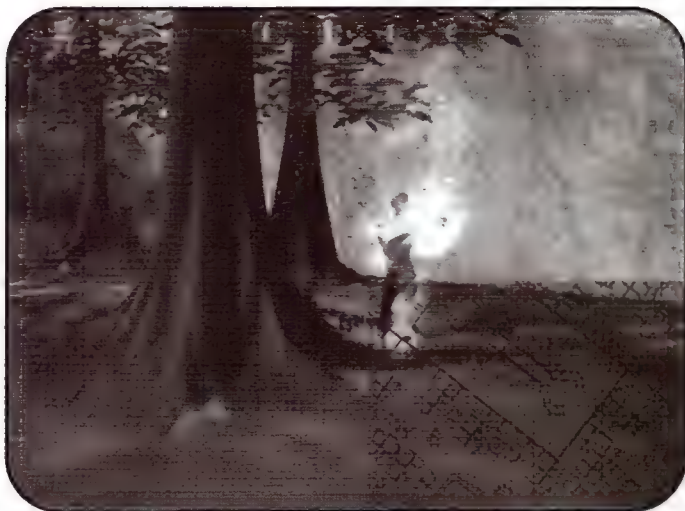


Kroax wants a rematch, and this time he's ready to fight.

After the two enemies trade pleasantries, the cutscene ends. Cutter faces Kroax and a host of elite soldiers. You must kill all the soldiers before you battle Kroax. He'll teleport about and fire at you, but you can't damage him until the other soldiers are dead.

Ammo boxes lie here and there in this courtyard, and plenty of trees provide cover.

Use a powerful weapon, such as the Flame Gun, to dispense with the elite soldiers.



After all the fighting you've done, these elite guards should pose no problem.

Now battle Kroax. He teleports somewhere nearby, fires a weapon at you, and teleports somewhere else. Have a powerful weapon, such as the HAWK-MK8, ready and charged up, and watch the HUD map for his position when he teleports in.



As he did at the Darosham, Kroax teleports around as you fight him.

Strafe to avoid his powerful onslaught and fire back. When you've hit him enough, you'll trigger another cutscene: Kroax teleports to the foot of the stairs and doubles over. He's dying.

Sit back and relax. The game is over. You don't have to control Cutter anymore. The rest of the story is revealed through video sequences.



Fae Rhan's military leader is dying.
It's OK to hate him; he has no redeeming last words.

Congratulations! You've completed this walkthrough! From this point on, the game narrative takes over. Sit back, watch, and enjoy it! The fifth Mon will be recovered, the probe will be repaired, and two worlds have been saved.

There are more quests to embark upon, more secrets to find, and more stories to be told. Adelpha is a vast world, full of interesting, colorful people. Explore it!



We've been told we're a little...

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somewhat racy...

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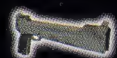
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crucial to survival



Critical stats for
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Everything you'll need to
know about Adelpha



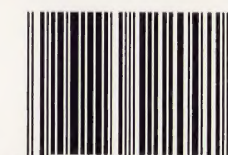
Details on each region
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